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LOST KINGDOMS III

OFFICIAL
STRATEGY
GUIDE

by Dan Birlew

LEVEL
MAPS!

Covers
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the ESRB



ACTIVISION

LOST KINGDOMS III

OFFICIAL
STRATEGY
GUIDE

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PROLOGUE



CAST OF CHARACTERS

Chapter 1

PROLOGUE

In the land of Argwyll, one magic item is more renowned than all others: the Queen's Runestone. Legend says that the Runestone turns the most ferocious monsters and the most devastating gods into servants of the queens of Argwyll. Indeed, the Runestone is regarded as the foundation of the queens' power. This, the one true Runestone, has no equal.

Two centuries have passed since Queen Katia unified the land of Argwyll into one kingdom. The peace-loving people view their powerful queens with a mixture of awe and respect. True, minor conflicts have broken out from time to time. Yet always, the queen and her Runestone have been there to restore order and peace. For 200 years, the Runestone has passed down from one queen to the next. For 200 years, there has been peace.

Peace now faces its most severe challenge yet...

The region of Kendarie, renowned since ancient times for the skill of its craftsmen, has managed to produce artificial Runestones. Although no match for the Queen's Runestone, the Kendarie Runestones do allow their owner to master some minor monsters. Confident in the power of their new Runestones, the Kendarie have begun to arm themselves for a war of conquest.



After reports of aggressive border actions involving the Kendarie, the Queen has dispatched a messenger with a warning: "Cease all hostilities immediately, or Kendaria will know the wrath of a god."

Although the Kendarie have retreated back to their original borders, no one believes that this new peace is anything but temporary...



Chapter 2

CAST OF CHARACTERS

TARA

Tara Grimface has known many titles. Orphan. Thief. Warrior. Now she must earn another if she is to save Argwyll and herself: Runestone Master. Growing up as an orphan in the unforgiving world of thieves taught her to trust only in her Runestone, the magical device that grants her mastery over monsters and demons, and holds the key to unlocking her past.

Runestones are the most sought-after magic item in all the land. The extraordinary Runestone that Tara carries with her from her previous existence has made her the target of every rogue and thief who lays eyes on her. Having been forced to defend herself from an early age has helped Tara become a formidable warrior, but it has also made her hard heart even harder. If she is to uncover the secret of her mysterious origins, she will have to overcome her distrust of others...

As our story opens, Tara is providing muscle for Victor's band of thieves. Although she despises thieving, she feels obligated to repay Victor for having saved her from the streets when she was younger.

VICTOR

A coarse and greedy bandit who years ago took Tara under his wing when he saw her starving on the street, Victor is the leader of the Band of the Scorpion. Since discovering that his adopted daughter has become a deadly warrior, Victor has coerced her into helping his gang of thieves. Victor's band of rogues has grown relatively prosperous, thanks largely to the protection Tara provides.

The BAND of The SCORPION

Under Victor's leadership, this ragtag band of thieves strikes terror into the hearts of greedy landowners. Some of the thieves that belong to the gang make their home in the remote border region of Bhashea. Much of their success is due to the special butterflies they breed. Their Lupian Butterflies allow them to see their enemies before they themselves are seen.



SOL

Sol is a warrior who has recently joined the Band of the Scorpion. With his elaborately engraved blade and practiced swordsmanship, Sol is anything but a typical bandit. What secret from his past has driven this youth to the fringes of Argwyllian society?

The Queen (Rashiannu)

Rashiannu is the current ruler of the land of Argwyll and a descendant of the powerful queens who first brought peace to the country. Since the time of Queen Katia, the queens of Argwyll have used the Royal Runestone to enforce the peace. With the region of Kendaria edging towards open revolt, the young queen has had to threaten the Kendarie leader with the power of the Royal Runestone and the ancient god it commands. Although Kendaria has quieted down, the Queen has little doubt that she will be required to use the Runestone in the near future. Complicating her position is the fact that no one has actually seen her wield the Runestone. Indeed, many believe that their queen has lost the ability to use the Royal Runestone...



Leod VIII

A descendant of Kendaria's former royal family, Leod VIII is a man possessed by ambition and dreams of glory. He is preparing to unleash an army of monsters and machines upon the world in an effort to put himself on the throne of Argwyll. Only his fear of the Royal Runestone has prevented him from carrying out his plans for world domination. Intelligent but emotionally immature, charismatic but heartless, Leod is a worthy successor to the despots of ancient Kendaria.



QUEEN KATIA

The legendary first queen of Argwyll, Katia saved the continent from the invading Enchanter and unified the disparate kingdoms to establish the 200-year reign of queens. She passed on her Runestone and God Card to her descendants. Beloved by common people everywhere, Katia's status is nearly mythical, with statues of her adorning public places throughout the land.



The Previous Queen

Rashiannu's mother died after a long illness, while still a young woman. Rashiannu succeeded her on the throne at the tender age of 10.

GURD

A mysterious soothsayer, rich in both knowledge and magical power, Gurd lives in a remote and inaccessible temple, but occasionally she is seen in the Ruldo Forest. Locals claim that this old woman can summon the spirits of dead heroes and villains.

ISAMAT URBUR

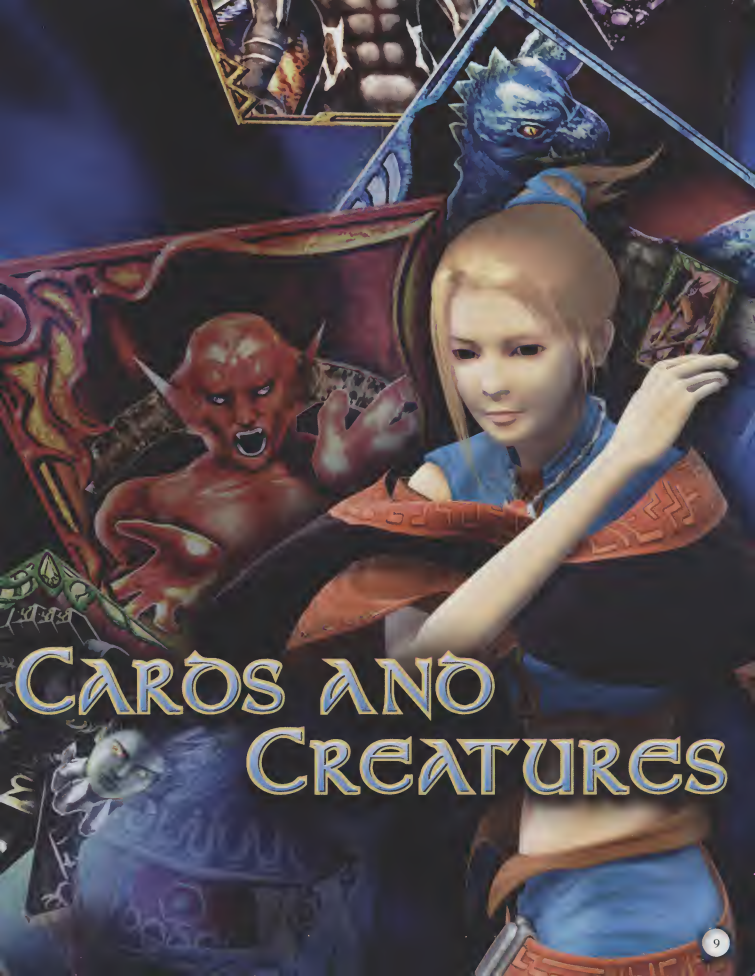
The Isamat Urbur is a mysterious new cult whose members distinguish themselves by the strange masks they wear. The cult has spread to all corners of the kingdom. The exact nature and purpose of the cult is a mystery to the authorities.

JARVI

For generations, Jarvi's family has studied Argwyll's fairies. A fairy scholar himself, Jarvi will gladly trade magic cards in exchange for red fairies brought to his home in Kadishu. He claims the famous Professor Alexander as one of his ancestors.

GAME BASICS AND CARD MASTERY





CARDS AND CREATURES

Chapter 3

GAME BASICS AND CARD MASTERY

This chapter, in conjunction with the game's instruction manual, will provide all the knowledge required to master the game in a short amount of time. Topics range from game controls and the basic premises of the game to the more complex aspects of card combat and creating combos. If there is anything described or referred to in the rest of this guidebook that you do not understand, the explanation is probably in this chapter.

Game Controls (Default Set 1)		Menu Controls (Default Set 1)	
Control Stick/+ Control Pad	Move character (walk/run)	Control Stick/+ Control Pad	Select menu item, move help cursor
A, B, X, Y	Use corresponding card	A Button	Confirm, execute
C Stick	Rotate and zoom camera, camera lock on	B Button	Cancel, previous
A Button	Action, when "I" icon appears	Z Button	Activate help cursor
Z Button + A, B, X, Y	Z-Effect/Z-Combo	C Stick	Scroll help cursor window text
R Button + A, B, X, Y	Discard corresponding card		
L Button	Reset camera		
START/PAUSE	Open menu		
B Button + START/PAUSE	Reset to title screen		

LOST KINGDOMS II ADVANCEMENT

Wielding the ancient powers of the Runestone, Tara Grimface is embroiled in a classic quest to thwart supernatural evil and save the land of Argwyll from menace and strife. You must search dungeons, caves, castles, and towns for valuable cards and items that Tara can use to defeat enemies and creatures. Each stage contains an initial mission, with certain objectives and requirements. Once you complete this mission, normally you exit to the World Map. Each stage you clear unlocks new stages to explore on the World Map.



As you win battles against enemies and creatures, Tara and her cards gain experience points. When Tara has accumulated enough points, her level increases. Tara's level allows her to use certain levels of cards. The higher the level of the card, the more powerful it is. As cards accumulate experience points, you can take them to Card Shops and make duplicates of them, or upgrade them to new and better cards. As Tara's deck improves, she can take on foes that are more powerful and advance further across the World Map. Eventually, you will have a final confrontation with an overwhelmingly powerful archenemy, where your skills with the cards shall decide the fate of the land.

Movement

Press the **Control Stick** or the **+ Control Pad** on the GameCube controller to move Tara in the corresponding direction onscreen. The **+ Control Pad** moves Tara at running speed. With the **Control Stick**, you can cause Tara to walk by pressing in any direction very slightly. Tara runs when you push the **Control Stick** fully in any direction.

CAMERA CONTROL

In most stages, you can rotate the camera angle left or right using the C Stick to view the area better. Press the L Button to center the camera behind Tara. Controlling the camera is something you must master if you want to have the best view of Tara and her enemies simultaneously.



You can also zoom out the camera angle in large outdoor areas by pressing the C Stick downward. With the camera zoomed out to a wide angle, press the C Stick upward to zoom in.



ENVIRONMENTAL INTERACTION

As you move Tara around a stage, a “!” icon may appear over her head. This icon indicates that something of interest is within examining range, whether it’s an object, a treasure chest, a door, a lever, a switch, or a person. While the “!” icon remains over her head, press the A Button to interact with the person, object, or area of interest. You cannot use cards while the “!” icon remains over Tara’s head, so move away from the area if you want to use a card.



To find areas and objects of interest, move Tara around the environment as much as possible. Move her along walls and up to candelabras or stacks of barrels. You never know where a Red Fairy or some other object of interest might be hidden!

Wait for the “!”

If a “!” is not visible over Tara’s head, pressing the A Button could cause you to waste the corresponding card in the Active Hand, in the lower-right corner of the screen. Exercise caution when exploring the environment.

BREAKABLE OBJECTS

Certain objects in the environment, such as barrels, crates, trees, and even some rocks, can be destroyed. If such obstacles bar the path to a treasure chest or hidden area, you can remove them by using a Weapon card. Sometimes Magic Stones or other important items appear during the demolition. Additionally, enemies might destroy environmental objects with their attacks during combat. See if you can bait foes into destroying objects so that you can save your cards for better use!



DECK POINTS



Most levels have a deck point, which appears as a glowing blue stone on a stand. To activate a deck point, move toward it until the “!” appears over Tara’s head. Then press the **A Button** while standing near the deck point to activate it.

Deck points recharge your Hit Points and allow you to edit your deck of cards. By choosing Edit Deck from the deck point menu, you can add any new cards found during the current mission to your active deck. New cards are face-down in the arrangement. Select the face-down cards you

want to add to the deck, and press the **A Button** to flip them over. The maximum number of cards you can carry in your deck is 30, so if you add too many cards to your deck, you must remove some of the used cards.



A Few Used Cards Aren't a Bad Thing

Don't get carried away at a deck point. Leave some used cards in your deck, in case you need to use them again. Remember that Blue Fairies sometimes reactivate used cards, and certain Helper and Summon cards make used cards available again in their function.

ONSCREEN DISPLAY

While you're navigating Tara through locations, several gauges and graphics remain onscreen to help you fight enemies.

HIT POINT (HP) GAUGE

The light-blue bar in the upper-left corner of the screen displays your current health status. The meter expresses the remaining percentage of HP, displayed numerically below the bar. Tara begins with 100 HP, and her maximum amount increases with each new experience level she gains. If damage from enemies reduces the HP Gauge to zero, Tara fails the current mission (if a mission is active) and the game returns to the World Map screen.



MAGIC POINT (MP) GAUGE

The pink bar under the HP Gauge indicates the number of Magic Points available. The bar represents the percentage of points left, displayed numerically inside the circle to the left of the MP Gauge. Using cards reduces the number of Magic Points by a certain number, as specified in the Specs Screen of the card. Collecting Magic Stones dropped by damaged enemies and released from breakable objects restores Magic Points. If you attempt to throw a card when Tara has 0 MP, the throw causes damage to Tara. As you gain experience levels, Tara gets a higher number of Magic Points to use in throwing cards.

CARD PREVIEW

In the lower-left corner of the screen is a stack of four cards. The card on top is the next card you will receive in your hand. As soon as one of the cards in your hand is used or discarded, this card automatically moves to your active hand on the right side of the screen.

ACTIVE CARDS (HAND)

In the lower-right corner of the screen is a diagram that shows the four cards currently available for use. The positions of the cards correspond to the buttons on your controller. The button icons are located on the outside corners of the cards, so that you always know which button to press in order to use which card.

BATTLES



While you are exploring the map, you will encounter enemies. Avoid their attacks, and use your cards to defeat enemy monsters. Since Tara cannot attack directly, the only way to defeat a monster is by using cards while you dodge attacks. Efficient, effective card use is essential, because the number of cards you can carry is limited. If you run out of cards to use before the mission ends, you might have no alternative but to abort the game and start over.

ENEMY MONSTER GAUGES

The Lupian Butterfly glides ahead of Tara and identifies the attribute and HP of each enemy. The status display appears just below the enemy. The icon on the left is the creature's attribute. The gauge represents the creature's Hit Points (HP). As you damage the creature, the gauge drops by that number of Hit Points. This is how you can tell if your attacks are effective against the monster. The attribute that's displayed enables you to use cards of a stronger attribute to defeat the enemy more easily, and to avoid using cards that are weaker than the enemy.

What Is a Lupian Butterfly?

This wondrous butterfly appears when enemies are near and points out danger. This mystic creature is also the mascot of the Band of the Scorpion.

CAMERA LOCK-ON MODE



Use the Lock-On Mode to affix the camera so that your main opponent is always in view while you're fighting. When the Lupian Butterfly is on the screen and swirling around an opponent, pressing up or down on the C Stick activates Lock-On Mode. Then press the C Stick left or right to switch target selection. Press the C Stick up or down again to deactivate Lock-On Mode.

USING CARDS

To use a card, press the button corresponding to the onscreen position of the desired card. In the active hand, the top card is activated by the Y Button, the bottom card by the A Button, and the left and right cards by the B Button and X Button, respectively. Use your cards carefully. Cards such as Weapon types have a short range and must be used within a certain distance from a monster. Other cards require you to be facing the enemy, or else you'll waste the card attacking empty space.

Different cards have various *charges*, which means you can use some cards more than once. As the charges of a card are used up, the card becomes increasingly colorless. Once you have completely used up a card, you cannot use it again in that stage. Used cards return to the deck automatically, fully recharged, when you exit to the World Map or continue to the next stage.



COMBAT STRATEGY

When you're facing less challenging foes that appear frequently, the ideal method is to use one card to attack one foe, by whatever method. Therefore, if you encounter three enemies at once, it would be wise to throw two or three Independent cards, and retain a Weapon card to defend Tara against close encounters. Practice conservation when dealing with minor foes to avoid running out of cards and failing the mission.



During confrontations with tougher creatures designated as *bosses*, use cards freely to win the conflict as soon as possible. Throw two or more Independent cards so that the boss is surrounded by your monsters. Use decoy cards to prevent damage to Tara. Navigate the character behind the distracted boss, and sneak-attack with strong Weapon or Summons cards. Retain your most powerful cards for boss fights, and don't hesitate to use them in the battle.



DISCARDING UNWANTED CARDS

You can discard an unwanted card by holding down the R Button and then pressing the A, B, X, or Y Button corresponding to that card. Discarded cards return to the bottom of the deck, for use later in the mission.

When you encounter an enemy or group of foes, the Lupian Butterfly may reveal that they're strong against all the cards in your active hand. Run to a safe distance, and begin discarding cards until one or more cards enter your hand that are effective against the opponents. This guidebook also refers to this action as "shuffling the deck."

CARD STRENGTHENING (The Z-Effect)



By pressing the Z Button and a corresponding card button, you activate the Z-Effect. A blue frame surrounds the card. Under the Z-Effect, cards use twice the normal number of Magic Points but also fight with increased strength. Weapon cards, Independent cards, and Summoning cards can all have their attack power increased. Helper and Transform cards get a greater number of Hit Points.

CARD COMBOS



Additionally, by activating the Z-Effect on certain cards, you can create combos. Highlight all the cards in the combo simultaneously using the Z Button plus A, B, X, and Y of the corresponding cards. When all the cards required to perform the combo are highlighted with blue frames, the combo is prepared. The cards in the combo are highlighted in red. Once you have assembled a combo, you can throw it by using one of the cards.



After you identify a combo, it appears in the Combo list in the menu. The next time all the cards in the combo are in the hand at the same time, the cards appear with a red frame around them. All cards required must be in the active hand at the same time before you can activate the combo with the Z Button.

Combos have a variety of effects, ranging from devastating attacks to ultimate healing spells. You'll find a complete list of card combinations and their various effects in Chapter 6, "Combos."

MAGIC STONES

Magic Stones restore your Magic Stone Gauge. They appear when you damage an enemy, and when you destroy a terrain object or an enemy creature. They disappear unless you collect them quickly. There are three types of Magic Stones. Each type replenishes your Magic Stone Gauge at a different rate:



Small Magic Stone:
Recharges Magic Stone Gauge by 1.



Medium Magic Stone:
Recharges Magic Stone Gauge by 3.



Large Magic Stone:
Recharges Magic Stone Gauge by 5.

Magic Stones that are collected after your Magic Point Gauge is already full are converted to gold (G). Instead of recharging points to the Magic Gauge, each Magic Point that is over your maximum is converted to 1G. When this occurs, the total amount of gold is displayed briefly under the Magic Gauge.

No MP Equals Damage!

If you run out of Magic Points, you lose Hit Points every time you use a card. If you run out of Hit Points, the mission fails, so collect as many Magic Stones as possible.

EXPERIENCE POINTS

When you defeat enemies in battle, you're rewarded with Experience Points (EXP). Tara accumulates Experience Points, as do the types of cards used during the battle. When Tara reaches a certain number of EXP, she earns a new level. At higher levels of experience, Tara can use cards that are more powerful. She also earns an increase in Hit Points and Magic Points with each new level. With the EXP that cards earn, you can transform old cards into more powerful ones or make copies at a Card Shop.

SPECIAL DAMAGE CONDITIONS

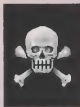
The special attacks of some creatures can cause special damage conditions. These damage conditions last for short periods and hamper the abilities of Tara, as well as those of Independent and Helper creatures. These conditions are curable by certain Helper creatures, and by aborting the mission to return to the World Map screen. The special damage conditions are as follows:



Poison: Hit Points are lost at regular intervals.



Sleep: The creature or character is asleep. Hit Points return slowly. If attacked, sleep abates and movement is again possible.



Curse: The main character is cursed and has two cards disabled. The creature loses all ability to attack while the curse is in effect.



Paralysis: The character's or creature's movement becomes slower.



Stone: The creature or character is turned to stone and cannot move.



Charm: The creature begins attacking allies. The main character shows no side effects of this attack.

CAPTURING CREATURES



A Capture Card enables Tara to capture an enemy creature and seal it into card form. To capture an enemy monster successfully, you must deliver the killing blow with a Capture Card. This card inflicts only a miniscule amount of damage, so you must first wear the enemy down with normal attacks until it is almost out of Hit Points. Then the Capture Card is capable of using that creature's abilities, according to the creature's affinity and type. Note that some enemies are immune to capture.

FAIRIES

Fairies are magical creatures that are native to Argwyll. They're born from the slivers of the human heart that break off when someone forgets what it is to love. When new to the world, fairies are ethereal beings that disappear if touched. As they grow older, they change from blue to red and take on solid form.

While navigating through all locations, you will encounter Red Fairies and Blue Fairies. Red Fairies often have important information that can help you complete your mission. The young scholar Jarvi will give you rare cards if you bring him a certain number of Red Fairies.

Blue Fairies are harder to catch because they tend to fly away if they notice someone approaching. However, a Blue Fairy will benefit Tara in some random manner when caught:

Heart: When Tara touches a Blue Fairy and a heart appears, an amount of HP equal to 30% of your maximum Hit Point total is restored.

Magic Stone: When Tara touches a Blue Fairy and a large diamond shape appears above her head, the little creature restores your Magic Points to the maximum level.

Card: One or more used cards are selected at random from your current deck, recharged, and returned to the deck for another use.



JARVI'S HOUSE



Jarvi is a young scholar dedicated to the study of fairies. However, he does not travel very well, so he has a very difficult time collecting fairies on his own. When you meet Jarvi during the game, he invites you to his house. He has a rare card collection, from which he's willing to trade cards for Red Fairies. Return to Jarvi's house as you gather more and more Red Fairies.

Where's Jarvi?

Check the Gromtull Desert section in Chapter 8, "Side Quest Missions," for information about Jarvi's availability.

Red Fairy Rewards

FAIRIES DELIVERED	RARE CARD
1	No.198 Tumble Chick
10	No.026 Carbundle
20	No.035 Berserker
30	No.213 Fire Moray
50	No.209 Psycho Dice
70	No.091 Whip Worm
80	No.138 Global Bust
90	No.208 Crystal Magic
100	No.144 CircaSaurus

MISSION RATING

When you complete each mission, a performance evaluation for that mission appears. The Mission Rating screen displays the total number of monsters defeated, the amount of damage taken, and the number of cards used. Your overall performance is rated on a three-star system. The highest rating is three stars, and the lowest rating is zero stars.



How Do I Achieve a Better Rating?

Damage is possibly the biggest factor in every single mission. Some missions allow you to sustain up to 100 HP, but some missions allow only minor amounts of damage before your rating drops. The number of cards used is second in priority, since you must be active in the successful achievement of your rating. In some missions and side quests, the number of monsters defeated takes priority, but only on rare occasions. So if you're taking a lot of hits and you're wasting cards left and right, you should consider aborting the mission and starting over.

BONUS CARD SELECTION



After completing a mission, you can receive bonus cards according to your performance. If you obtain a one-star rating or higher, six cards appear facedown. A one-star rating enables you to choose one card, a two-star rating allows for two cards, and so forth. A zero-star rating does not entitle you to select bonus cards.

Select up to three cards by marking them with the Runestone sigil. Upon confirmation, the cards you've marked enter the deck. If you know that a certain rare card is available as a bonus card for the mission, but you fail to receive it as a bonus, you'll have to reset your game to try the mission again.

MISSION FAILURE

When Tara's Hit Points drop to 0, you've failed the mission and the game returns to the World Map screen. You still possess the items and cards that you've earned up to that point, though. Update your deck using the Edit function, and play the mission again.

ABORTING THE MISSION

If you use up all 30 cards, you very likely cannot finish the mission. At that point, it's time to press START/PAUSE to open the menu and select the Abort option. Much as when Tara dies from HP loss, the items and cards you've obtained during the mission remain in your possession, along with all EXP points you've accumulated. The game returns to the World Map, and the character returns to full HP and Magic Points. You can reenter at your current location or revisit another place. You can also edit your deck and place recently acquired cards into the active stack.

If you think about it, aborting a mission isn't so terrible or disgraceful. If you run through an area, find all the items, and defeat many enemies, you can actually benefit from aborting your mission. It enables you to regain your strength, reorganize your deck, and better prepare for imminent boss fights. Many dungeons and dangerous areas contain cards and items that are best suited for use there. If you have foreknowledge of the layout and the dangers, you're more likely to complete a mission with less damage and a better rating. This enables you to draw more bonus cards per mission, and your deck will be more complete.

The World Map

Each time the player completes or aborts a mission, the game returns to the World Map depicting the land of Argwyll. Tara's Hit Points and Magic Points return to their maximum levels, and all damage conditions are removed.



Location icons on the World Map indicate places to visit. Use the Control Stick to move the cursor to an icon and view the location's name. While the butterfly cursor is hovering over a location, press the A Button to enter the area.

Some locations contain more than one area. When entering such locations, you must select which area to visit before the menu opens.

When you choose a location, the menu opens to display information about your character, your deck, and the area you're about to enter. Just move the cursor to a blank area on the World Map and press START/PAUSE.

MAIN MENU



Press the START/PAUSE button on the World Map, in a location, or during a mission to access the main menu. The menu display changes depending upon the circumstance.

When the menu is activated while the cursor is pointing at blank land on the World Map, the menu displays character and deck information, accompanied by a brief description of the region. When the menu is activated while the cursor is pointed at a map icon, the right side of the menu displays a mini-map of the location (if available) and statistics on its monsters and enemies. This same version of the menu is displayed when you're navigating Tara through an environment.

Menu Help

The Help cursor is available on most of the menu screens. When the option is listed in the lower bar, press Z to activate the "?" cursor, and then use the Control Stick to move it to the icon or statistic you need help with. Scroll through text in the Help window with the C Stick.



START

This command is only available on the World Map versions of the menu. When the cursor highlights an area, the Start command enables you to enter the selected area and begin a mission (if available).

Deck



The Deck submenu allows you to edit, rename, and copy your current decks, or create a new one. When you have more than one deck, you can select which one you'd like to use in that stage by highlighting it with the cursor prior to starting a mission. When you're preparing to edit a deck, select it from the eight available slots across the top of the first screen. After choosing your deck, four commands allow you to modify the deck in various ways.

To create a new deck from scratch, select an open slot from the top row and press the A Button. If you have no open deck slots, you need to delete at least one deck before you can make a new one. Enter a name for the new deck when prompted. Since your new deck contains no cards, you're sent to the Edit menu to add cards to your new deck.

Why Have More Than One Deck?

Creating new decks is a way of storing previous card combinations. As you progress through the game, you will collect more than 30 cards. Consequently, some cards must be left out of your active deck when you start a mission. Before switching cards in and out, make a copy of your deck as it is now. This saves time when you need to switch your deck back to a previous state. You can also create decks that are strong against Fire Affinity creatures, decks that are strong against Earth Affinity creatures, and so on.

Edit: Once a deck is opened, select Edit to switch cards in and out of the deck. All of the available cards, both inside and outside of the deck, are displayed. Cards already in the deck are full-color, and cards not in the deck are shadowed out. The number of each card in the deck appears below the card, followed by the total number you own of that card. Select a card by highlighting it with the cursor, and then press the A Button. With the card selected, press right on the Control Stick to add more of this type of card to the deck, or press left on the Control Stick to remove this type.



Other Features of the Edit Submenu

The icons along the top row of the Edit Submenu enable you to display cards according to various categories, such as attribute, type, all cards, or only new cards. Change the set of cards that's displayed by scrolling through these icons with the L Button and R Button. Press the X Button to view detailed information about the highlighted card. Press the Y Button to sort the cards according to various criteria. Displayed along the bottom of the screen is simple information about the card and deck, such as the name and basic stats of the current card, numbers of each card in the deck by attribute and type, and so on.

What Do Card Statistics Represent?

A fully detailed explanation of cards and card statistics is contained in Chapter 4, "Cards and Creatures." It has all the pertinent information on how to pick the most suitable cards for each mission.



Name: Select Name to rename your current deck. Highlight a letter with the cursor and press the A Button to add that letter to the deck's name. The B Button deletes one character at a time. Press START/PAUSE to move to OK, and confirm with the A Button when you're finished.

Copy: Select Copy to duplicate the currently selected deck. This function is useful when you want to customize your deck slightly while leaving your favorite deck as it is. You can maintain up to 8 decks at once.

Erase: Select Erase to delete a deck. This doesn't delete the actual cards in that deck; just the order in which those cards were placed.

STATUS



In the main menu, you can already view a large amount of information about your character and her current deck, in comparison to the layout and statistics of the current area. When you choose the Status option from the menu bar, you can view more detailed information about your character.

Character Status: The status of your character is displayed in the large window on the left, just as in the main menu.

Title: Current rank. This will change throughout the game, depending on various conditions.

Attr: Current attribute. Tara is Neutral.

Level: Current level.

Exp: Current number of experience points, and the amount of experience necessary to advance to next level.

HP: Current Hit Points/Hit Point max.

Magic: Current Magic Points/Magic Point max.

Def: Defensive power of the player character.

Gold: Current amount of gold (which is necessary to buy cards).

Deck Information: The lower-left window displays the name of your current deck, the number of cards of each attribute, and the number of each type of card.

Skill Level: Displayed in the main right-hand box is Tara's skill level for each attribute. Using a card of a certain attribute raises the character's skill level for that attribute, but it lowers the character's skill level for every other attribute. When the character's skill level for any attribute changes, a message appears just below the Magic Point gauge. These levels determine which cards you can use effectively. For instance, the Dragon Knight card is a three-star Water card. This means that until Tara achieves three stars in her Water skill level, this card will cost twice the normal number of Magic Points.

Neutral and Meeh Affinities

Although there are many strong Neutral and Meeh cards, using them frequently lowers your character's other skill levels and doesn't raise the Neutral or Meeh skill levels by very much.

Deck Sub-Information: Other information about your current deck is displayed in the lower-right window. Total Magic Required is the number of Magic Points needed to use every card in your current deck. "Too Powerful" indicates the number of cards in your deck that are rated higher than your current skill level with such a card.

Items: Use this command to view a list of the items you've collected along your journey. Most items are keys required to complete a mission.



Combos: This command at the top of the Status submenu allows you to view a list of the combos you've learned from other characters and the combos you've used. Highlight and select a combo to view more detailed information, or for a reminder on how to perform the combo.

SYSTEM

The System submenu allows you to save a game or load a saved game. The Save function is available only from the World Map menu. You cannot save game data while you're on a mission. The System submenu also contains an Options feature, which allows you to control sound volume and quality, as well as the rumble effect. You can also use Options to switch the camera controls on the GameCube controller. Set 2 makes it easier to use the lock-on function in battle, but you can't zoom the view. The Catalog command allows you to view all the cards in your possession.

CATALOG



Select Catalog to view all the cards you've collected in the game. As with the Edit submenu, the cards can be narrowed down by attribute, type, or new cards. Select from these icons with the L Button and R Button to change the cards displayed. Use the Y Button to sort the cards, and press the X Button to view card details.

CARD Shops

At certain points in the game, you'll come across Card Shops. Here, you can buy, sell, upgrade, and make copies of cards. To earn the gold needed to buy cards, collect Magic Stones or sell cards you acquire in missions.

The inventory of these shops will change as you progress through the game. The selection of cards you can purchase varies, depending on how far along you are in the game.

Selling cards is the best way to make money so that you can purchase other cards. When you sell a card, make sure the selling price is worth giving up the card. Some cards are highly undervalued to encourage you not to sell them. In addition, don't sell too many cards, because you must retain enough of them to remain effective in combat. As a rule of thumb, only sell surplus cards of which you own more than one.

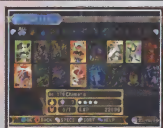


UPGRADE

Cards gain Experience Points when used in battle. When a card has enough EXP, you can upgrade it to make it more powerful. The Upgrade submenu displays the cards with improvement possibilities. Cards that are ready to upgrade are full-color, while shaded cards are not yet ready. From this list, select a card to upgrade.



Once you've selected a card, a list of possible upgrades appears. If one or more of these cards are facedown, it means your card doesn't have enough experience points to enable that upgrade.



Lost in the Conversion!

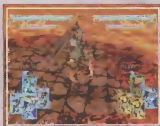
When you upgrade a card, the old card is removed from your deck. If you only have one of that card, you should make a copy before upgrading. Otherwise, you might miss out on opportunities for other upgrades that are available from the original card!

Copy

If you want to make copies of one of your existing cards, select Copy. From your card inventory, select the card you want to duplicate. Similar to upgrading a card, a certain number of Experience Points are required to duplicate a card. This number is usually equal or less than the number required for an upgrade. Always make a duplicate of a card before you upgrade it, unless you already have more than one copy of the card.

Vs. Mode

When you connect a second controller to Controller Socket 2 of the GameCube, Vs. Mode becomes available on the title screen menu. This mode lets you go head-to-head with a friend, or with an otherwise esteemed card master adversary. Starting characters are available, or you can load saved game data from Story Mode.



The Start option enables you to choose the setting for your card battle and then begin. Before starting, use the P1 Options/P2 Options commands to enter the character setup screen. The Rules option allows you to change the battle progression method.



The first player who runs out of Hit Points loses. If time runs out without a knockout, the player with the most Hit Points wins.

The Golden Goose Card

The only way to obtain this rare card is to capture the creature with a Capture Card during VS Mode, on the Rudlo Forest VS map. Sometimes, when entering this map for VS Mode, the Golden Goose will spawn at the start of the battle. It will quickly dart across the area and bury itself in the ground. This creature has a 30% chance to appear at the start of the match. If it manages to burrow into the ground, the chance to catch it is lost. To catch the Golden Goose, Player One should have four Capture Cards in his deck and no other cards. Player Two should carry four star Weapon cards that do almost, but not quite, 32 points of damage. The idea is that Player Two must damage the goose enough that the Capture Card is able to capture the creature when hit. This task is very difficult and requires several attempts.

P1/P2 OPTIONS



Before the battle begins, each player can customize a number of settings. Only the controller that's plugged into port 1 can select P1 Options, and P2 Options can only be selected by the Socket 2 Controller. Just as in Story Mode, the Deck setting allows you to select the deck you want to use and customize it to your liking. You can also bet cards on the battle, and the winner takes the loser's wagered cards. The P1/P2 Options screens also allow you to choose a different character model, save any edits you've made to your deck, and load a character from a saved game in Story Mode.

BATTLING FOR CARDS



The Bet option in the P1 or P2 Options submenu allows challengers to select a card or cards to wager on the upcoming round. The maximum allowable bet for one battle is three cards. Use the A Button to choose the cards. If both players are sharing the same saved game data, no betting can take place. Once you place a bet, do not remove any memory cards until the battle is over and the game is finished saving data for both players.

Unlimited Bonus Cards in Vs. Mode!

This is a cheat to help strengthen your deck, or to snatch extra cards to sell for a virtually unlimited supply of gold in Story Mode. Start a new Story Mode game, finish the first couple of missions, then save it to a new slot on a memory card. Then start a second game, play for a while, and save it to a second slot on the same memory card. Copy the second save to a second memory card. Exit the game and set up a Vs. game by yourself. Load both saves for P1 and P2, respectively, and force your nonexistent opponent to bet great starting cards with high sale values, such as the Dragon Knight and the Fairy. Then start the match and defeat the fake P2 character. Each time you win, these great cards are yours! Once you've stolen all the good cards from that saved game, overwrite your backup save and repeat the entire process.

CHARACTER



Progression in Story Mode unlocks more characters for use in Vs. Mode. Load a saved game that contains extra characters, and then choose the Character option in the P1 or P2 Options submenu. The Character screen shows all of the available characters in full 3-D view. Select the character you want to use in battle. Player 2's characters always wear different colors than Player 1's characters.

CHARACTER UNLOCKING

Tara	Default VS Mode Character
Kendarie Warrior	Complete the Kendarie Fortress Mission
Stranger	Defeat Unknown Man at Ruldo Forest
Leod VIII	Defeat Leod VIII at Royal Tower, Middle
Rashiannu	Complete Story Mode
Helena	Beat Helena at Sacred Battle Arena 2
Thalnos	Beat Thalnos at Sacred Battle Arena 2
Katia*	Beat Thalnos at Sacred Battle Arena 2

* Once Katia is available in VS Mode, you may load a game save and card deck from the original *Lost Kingdoms* game.

Rules

The Rules menu allows you to customize the settings of the battle. The player who activates the Rules menu has control of the screen. Use the Control Stick to toggle the settings. The changes remain in effect after you go back out to the main menu using the B Button.



Time Limit: Sets a time limit for each fight. Timer settings are 120 seconds, 300 seconds, or unlimited time (∞).

Capture: When this feature is turned on, you can catch your opponent's creatures by using a Capture Card. You must acquire a Capture Card in Story Mode before you can use one in Vs. Mode.

Fair Play: The Fair Play rule disables the use of certain cards that the weaker player doesn't possess. Turning on Fair Play brings up a list of the unusable cards. When this rule is active, any cards deemed illegal are disabled automatically before the start of combat.

Player One/Player Two Level: You can alter the level of each player to raise or lower the number of Hit Points and Magic Points each person starts with. This can be used to set handicaps for more experienced players. The level setting goes from 1, (the lowest level), to 20, (the highest level).

Chapter 4

CARDS AND CREATURES

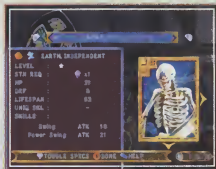
This section provides a complete list and explanation of all cards and their associated creatures. Use it to gain foreknowledge and insight on all cards, including the ones you do not yet own. Shop Statistics provided for all cards allows you to know about important upgrades before they are revealed in your game. This section is designed to help you gain almost all of the cards possible through upgrades. Refer to these pages often as you play, especially each time you enter a Card Shop.

EXPLANATION OF STATISTICS

All of this information is also available on the Card Spec screen. Enter the Deck submenu, choose the Edit command, select any card, and then press the X Button to view the card in detail. Press left or right on the control stick or control pad to switch from card view to enemy view. Press the Left Button or Right Button to view the next card in the deck.

Card Screen Assistant

Just like the other menu screens, the Help cursor is available on the Card Specs screen. Just press Z, then move the “?” cursor to the icon or statistic that requires definition.



No.

The position of the card in the deck, especially when sorted by number.

NAME

The common name of the card, as well as the monster encountered in the field.

ATTRIBUTE

Every card has an attribute, indicating both the strength and weakness of the creature. Whether the creature is an Enemy, a Weapon, an Independent, or a Summons type, the damage inflicted by the creature adheres to the strengths and weaknesses of the associated attribute, such as Earth, Fire, Water, Wood, Mech, or Neutral. You will have an easier time in battle if you select cards whose attributes give them an advantage over the enemies you expect to face.



Fire: Strongest against Wood creatures;
Weakest against Water creatures.



Wood: Strongest against Earth creatures;
Weakest against Fire creatures.



Water: Strongest against Fire creatures;
Weakest against Earth creatures.



Neutral: Not weak against anything; Strong
attack ability.



Earth: Strongest against Water creatures;
Weakest against Wood creatures.



Mech: Not weak against anything; Strong
defense ability.

Using Area Statistics

When selecting an area to enter on the World Map, a screen displays the percentage of enemies in the location who adhere to each Attribute. Edit your deck accordingly before entering. For instance, if the area has many foes with the Fire Attribute, be sure to bring along plenty of Fire and Water cards, but leave out most of your Wood cards.

Type

The function of a card when used.



Weapon type creatures appear for a moment, attack the enemy, and then disappear immediately.



Independent creatures fight alongside Tara in battle, for various amounts of time.



Helpers are like Independents, but rather than attack they assist Tara or other active Independent allies. Some Helpers can open sealed areas when their card lands upon a Lightning Circle.



Summons are spirits that “take over” Tara’s body, allowing her to perform either a task or special attack once, then disappear.



Transform cards turn Tara into a creature, allowing her to access difficult-to-reach areas or to perform powerful attacks. Entering a Magic Booster while transformed will give you a temporary power-up.

Enemy is the adversary version of the creature, encountered in the field. Enemies will attack Tara and any support creatures she summons to aid her in battle.

Level

The skill level required for using a card effectively. A card rated higher than Tara’s current skill level for that Attribute consumes twice as many Magic Points if used. For instance, the Dragon Knight card is a ★★★ Water card. This means that until Tara achieves ★★★ in her Water skill level, use of this card will cost twice the normal number of Magic Points.

STONES REQ.

Magic Points required for using a card. Magic Stones gathered from damaged or defeated opponents replenish Magic Points. If the level of a card is higher than your current level, twice as many Magic Points are required to use the card.

hp

“Hit Points” or the number of points of damage that the creature can sustain before it disappears from battle. If a creature’s HP drops to zero before the Lifespan of the card expires, the creature will die prematurely. Only Independent creatures and Helper creatures have a HP rating. All enemies have HP, and they are defeated when their HP falls to zero. The Lupian Butterfly that flies in front of Tara reveals enemy creatures’ HP.

DEF

The defensive power of the creature, determined by analysis of the enemy’s self-protective and evasive capabilities. Creatures with higher DEF will avoid attacks more easily and suffer less HP damage from each attack.

LIFESPAN

The time, in seconds, that an Independent or Helper creature remains active once its card is thrown, if the creature is not first reduced to 0 HP.

Uniq. SKL

A special ability the creature might use, but not an attack. Examples of Unique Skills include a creature capable of HP restoration or of casting status impairments or cures.

SKILLS

The attacks or aggressive abilities of the creature or the action associated with the card, and the relative strength rating of each attack.

EXPLANATION OF SHOP STATISTICS

You can purchase, sell, copy, or upgrade cards at card shops. You'll find them in peaceful towns, such as Radishu and Grenfoel Cathedral.

PRICE

The common cost in GP of a card at any card shop. If the field is blank, the card is not available to purchase in any shop. Hang onto these cards!

SELL

The selling price in GP of a card at any card shop. Merchants will buy any card in your possession. The sale price is usually lower than the value of the card, so think before you sell.

COPY

The number of card experience points (EXP) required to create an exact duplicate of a card. Cards of a certain type gather a pool of EXP when used in combat. For instance, all of your No.001 Skeleton cards collect and share the same amount of card EXP. Copying a card is wise if you wish to upgrade a card, but have only one in your possession.


UPGRADE

You may upgrade cards with enough experience points (EXP) to other, more powerful cards. We have listed all possible transformations, as well as the amount of EXP required to enable the upgrade. In the shop menu, possible upgrades remain face down until the card has enough EXP. Some cards have no upgrades, and will not appear at all in the upgrade screen. During a card upgrade, the new card replaces the old one. Therefore, if you wish to upgrade a card but there is only one in your deck, it might be wise to make a copy first.



How Do I Know For Sure to Upgrade?

The accumulation of Experience Points for upgrades is a game-long quest. If a card has several available upgrades, it's a good idea to wait until the more expensive upgrades are available. Also, it doesn't hurt to check the resulting card's statistics. Buying a card at some point in the game is much easier than upgrading, so wait to purchase rather than upgrading.

No.001 SKELETON		CARD STATISTICS		ENEMY STATISTICS		SHOP STATISTICS	
		Attribute:	Earth	Attribute:	Earth	Price:	300
		Type:	Independent	Type:	Enemy	Sell:	20G
		Level:	★	HP:	31	Copy:	2000 EXP
		Stones Req.:	x1	DEF:	8	Upgrade:	No.150 (Undead Knight) 3000 EXP
		HP:	31	Uniq. Skl:	-		No.017 (Wraith) 4000 EXP
		DEF:	8	Skills:	Swing, ATK 18 Power Swing, ATK 21		
		Lifespan:	93				
		Uniq. Skl:	-				
		Skills:	Swing, ATK 18 Power Swing, ATK 21				
		This creature will faithfully follow the player around the battlefield. It is slow, but its defense is relatively strong, which should help it survive even drawn-out battles.					
		A magically animated skeleton that uses a sword to attack. It moves slowly, but has a relatively strong defense.					

CARD STATISTICS

Attribute:	Wood
Type:	Weapon
Level:	★★★★
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Demon Thrust, ATK 32

A Weapon type creature that strikes forward with its spear. It is powerful enough to cut through any defense. The player may be vulnerable briefly during the attack.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	60
DEF:	10
Uniq. Skt:	-
Skills:	Lethal Sweep, ATK 28 Demon Thrust, ATK 35

The cursed armor of an ill-fated general. Boasts impressive offense and defense; a powerful opponent.

SHOP STATISTICS

Price:	720G
Sell:	480G
Copy:	13000 EXP
Upgrade:	No.101 (Chaos Knight) 11000 EXP



No.002 GHOST AVIATOR

CARD STATISTICS

Attribute:	Fire
Type:	Summons
Level:	★★★★
Stones Req.:	x10
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Fire Breath, ATK 70 Earth Breaker, ATK 42

The great lizard of Fire that burns enemies into charcoal with the blistering heat of its fire breath. Attacks in the direction the player is facing.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	180
DEF:	15
Uniq. Skt:	-
Skills:	Fire Breath, ATK 48 Jaws of Death, ATK 38

The sharp fangs of this great serpent cause paralysis, while its fiery breath brings devastation to all adversaries within range.

SHOP STATISTICS

Price:	-G
Sell:	1800G
Copy:	20000 EXP
Upgrade:	No.155 (Spartan) 8000 EXP No.212 (Fafnir) 35000 EXP



No.003 RED DRAGON

CARD STATISTICS

Attribute:	Earth
Type:	Weapon
Level:	★
Stones Req.:	x2
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Large Swing, ATK 18

A reliable, easy-to-use Weapon type creature. It is not a one-stroke killing machine, but it requires few Magic Stones and will not leave you exposed during an attack.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	32
DEF:	6
Uniq. Skt:	-
Skills:	Small Swing, ATK 18 Large Swing, ATK 22

An overgrown lizard that wields a blazingly fast sword.

SHOP STATISTICS

Price:	-G
Sell:	33G
Copy:	2600 EXP
Upgrade:	No.007 (Red Lizard) 2000 EXP No.039 (Basilisk) 2000 EXP No.071 (Venom Lizard) 2000 EXP No.055 (Dragonoid) 2500 EXP



No.004 LIZARDMAN

CARD STATISTICS

Attribute:	Wood
Type:	Helper
Level:	★
Stones Req.:	x1
HP:	10
DEF:	1
Lifespan:	120
Uniq. Skt:	-
Skills:	Scream, ATK 32

A Trap type creature. It remains stationary until an enemy approaches, then unleashes a piercing scream that will damage any nearby enemies, regardless of defensive ability.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	10
DEF:	1
Uniq. Skt:	-
Skills:	Scream, ATK 32

A plant that has taken on the appearance of an animal. If approached, a Mandragora will emit a piercing call that will damage all within range, regardless of defensive abilities.

SHOP STATISTICS

Price:	-G
Sell:	30G
Copy:	2500 EXP
Upgrade:	No.154 (Myconid) 4000 EXP No.125 (Mandra Dancer) 12000 EXP No.050 (King Mandragora) 35000 EXP



No.005 MANDRAGORA

CARD STATISTICS

Attribute:	Earth
Type:	Summons
Level:	★
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Earth Stomp, ATK 40 Dual Restore, SPECIAL ATK

A Summons type creature. Stomps on the ground, causing shock damage. It can also restore a small number of used cards.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	42
DEF:	10
Uniq. Skt:	-
Skills:	Tusk Thrust, ATK 30 Earth Stomp, ATK 22

The massive tusks of the Elephant serve it well in close-quarters combat. Approach with caution.

SHOP STATISTICS

Price:	-G
Sell:	60G
Copy:	3500 EXP
Upgrade:	No.103 (Elephant King) 27000 EXP



No.006 ELEPHANT



CARD STATISTICS

Attribute:	Fire
Type:	Weapon
Level:	★
Stones Req.:	x3
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Large Swing, ATK 24

A Weapon type creature. It does a small amount of damage, but it will not expose the player to any attack when used and requires minimal Magic Stone consumption.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	32
DEF:	4
Uniq. Skt:	-
Skills:	Upward Swing, ATK 20 Downward Swing, ATK 25

A close cousin of the Lizardman, imbued with the fire attribute. The lightning quick attack of the Red Lizard's dual scimitars leaves no opening for a counterattack.

SHOP STATISTICS

Price:	-G
Sell:	86G
Copy:	2000 EXP
Upgrade:	No.004 (Lizardman) 2000 EXP No.071 (Venom Lizard) 2000 EXP No.039 (Basilisk) 2000 EXP No.055 (Dragonoid) 2500 EXP



CARD STATISTICS

Attribute:	Water
Type:	Transform
Level:	★★★★★
Stones Req.:	x4
HP:	50
DEF:	6
Lifespan:	75
Uniq. Skt:	-
Skills:	Healing Wing, ATK 30 Jump, SPECIAL ATK

A Transform type creature with great healing powers. While the player is borrowing its shape, the Unicorn will gradually restore the player's health.

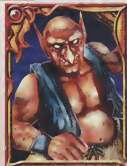
ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skt:	-
Skills:	None

A mysterious creature blessed with the power of healing. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	-G
Sell:	3600G
Copy:	4500 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Fire
Type:	Independent
Level:	★
Stones Req.:	x1
HP:	35
DEF:	6
Lifespan:	70
Uniq. Skt:	-
Skills:	Club, ATK 15 Poison Gas, ATK 17

An Independent type creature with minimal longevity. The gas it expels can create a poison effect.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	35
DEF:	4
Uniq. Skt:	-
Skills:	Club, ATK 18 Poison Gas, ATK 16

Humanoid creatures often found near the Bhesheer High Road. Hardly fearsome, Hobgoblins present little threat.

SHOP STATISTICS

Price:	30G
Sell:	20G
Copy:	3000 EXP
Upgrade:	No.077 (Goblin Lord) 2000 EXP



CARD STATISTICS

Attribute:	Earth
Type:	Helper
Level:	★★
Stones Req.:	x7
HP:	100
DEF:	14
Lifespan:	150
Uniq. Skt:	Decoy Action
Skills:	None

A Helper type creature that can reflex the player from enemy attacks. For as long as it is active, it will cause enemy monsters to ignore every other friendly creature.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	100
DEF:	11
Uniq. Skt:	-
Skills:	Fist of Thunder, ATK 30 Sand Hammer, ATK 18

A figurine made of sand, but on a massive scale. Sand Golems are die-hard, but incredibly strong. In the past, these creatures were placed on the Plains of Rowahl to protect Alamyah from invaders.

SHOP STATISTICS

Price:	300G
Sell:	200G
Copy:	6000 EXP
Upgrade:	No.145 (Sand Golem) 9000 EXP No.030 (Fire Golem) 14000 EXP No.057 (Ice Golem) 20000 EXP



CARD STATISTICS

Attribute:	Fire
Type:	Summons
Level:	★★★★
Stones Req.:	x11
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Trick or Treat!, ATK 32 Bombs Away, ATK 52

An undead scarecrow that can cut through any defense to damage all nearby creatures. This ability comes at a heavy price, though, as the player loses half of their hit points upon summoning the Jack-O-Lantern.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	20
DEF:	2
Uniq. Skt:	-
Skills:	Black Flame, ATK 20 Dance of Fire, ATK 8

A ghostly scarecrow that spits flame in every direction as it spins around.

SHOP STATISTICS

Price:	-G
Sell:	-G
Copy:	-EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Wood
Type:	Independent
Level:	★
Stones Req.:	x1
HP:	35
DEF:	4
Lifespan:	35
Uniq. Skt:	-
Skills:	Chomp, ATK 18

An independent creature that moves slowly, but has high attack power and durability compared to other monsters of its level.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	35
DEF:	4
Uniq. Skt:	-
Skills:	Chomp, ATK 18

A man-eating plant that moves over the land on its leg-like roots and attacks anything that comes within range.

SHOP STATISTICS

Price:	-G
Sell:	10G
Copy:	3200 EXP
Upgrade:	No.157 (Rafflesia) 13000 EXP No.165 (Devil Plant) 26000 EXP



No.012 Man Trap

CARD STATISTICS

Attribute:	Earth
Type:	Summons
Level:	★★★★
Stones Req.:	x7
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	The Crusher, ATK 42 Sand Storm, ATK 30

A Summons type creature that will damage everything within a wide radius of the summoner. The Sand Worm shoots out of the ground, twists in the air, then smashes downwards, crushing anyone in its path.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	300
DEF:	10
Uniq. Skt:	-
Skills:	The Crusher, ATK 30 Sand Storm, ATK 18

A giant worm found in desert regions. A Sand Worm never leaves its desert nest for long. Its massive body lets it create havoc across a wide path. Approach with extreme caution.

SHOP STATISTICS

Price:	-G
Sell:	400G
Copy:	15000 EXP
Upgrade:	None



No.013 Sand Worm

CARD STATISTICS

Attribute:	Earth
Type:	Weapon
Level:	★
Stones Req.:	x1
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Mummy's Embrace, ATK 20

A Weapon type creature. The arc of a Mummy's attack is very limited, but the curse it puts on enemy monsters can be very effective.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	88
DEF:	13
Uniq. Skt:	-
Skills:	Mummy's Embrace, ATK 16

This undead creature is native to the desert. Mummies are slow moving, but difficult to hit. They also boast a powerful curse weapon.

SHOP STATISTICS

Price:	-G
Sell:	150G
Copy:	3000 EXP
Upgrade:	None



No.014 Mummy

CARD STATISTICS

Attribute:	Wood
Type:	Weapon
Level:	★★★★
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Beak of Stone, ATK 15

Weapon type creature. The Cockatrice aims a white cloud of breath in the direction the player is facing. This breath can turn anyone it touches into stone.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	96
DEF:	6
Uniq. Skt:	-
Skills:	Beak of Stone, ATK 18 Bramming Attack, ATK 24

A monstrous bird renowned for its unfriendly nature. Cockatrices can turn their foes to stone.

SHOP STATISTICS

Price:	-G
Sell:	500G
Copy:	14000 EXP
Upgrade:	None



No.015 Cockatrice

CARD STATISTICS

Attribute:	Water
Type:	Summons
Level:	★★★★
Stones Req.:	x6
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Wild Swat, ATK 60 Giant Snow Ball, ATK 70

A barrel-chested Summons creature of legendary strength. When not throwing giant snowballs at its foes, it delivers punishment with ferocious blows from its arms.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	145
DEF:	6
Uniq. Skt:	-
Skills:	Wild Swat, ATK 33 Knock Down, ATK 40

An abominable snowman with a very hard constitution. Sasquatches are normally found near large trees. They use their powerful arms to crush their foes.

SHOP STATISTICS

Price:	-G
Sell:	1466G
Copy:	12500 EXP
Upgrade:	No.158 (Daidarapochi) 15000 EXP



No.016 Sasquatch



CARD STATISTICS

Attribute:	Water
Type:	Weapon
Level:	★★
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski.:	-
Skills:	Ice Storm, ATK 17

A Weapon type creature that hurls innumerable chunks of ice forward in a limited arc. Thirty percent of the damage done by the Wraith is channeled back to the summoner in the form of regained HP Points.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	20
DEF:	2
Uniq. Ski.:	-
Skills:	Iceicle, ATK 12 Ice Storm, ATK 18

An undead sorcerer, the Wraith pounds its enemies with innumerable chunks of ice. Conscious of its weak fire force, a Wraith will always try to maintain a distance from its prey.

SHOP STATISTICS

Price:	G
Sell:	200G
Copy:	4000 EXP
Upgrade:	No.122 (Death) 6000 EXP



CARD STATISTICS

Attribute:	Fire
Type:	Weapon
Level:	★
Stones Req.:	x3
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski.:	-
Skills:	Sumo Charge, ATK 31

A Weapon type creature that uses its rotund body to send enemies flying. The Orc's sumo charge has a limited effective range.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	40
DEF:	2
Uniq. Ski.:	-
Skills:	Axe Slash, ATK 15 Power Hack, ATK 24

Pig-faced, axe-wielding monsters. Not the most nimble creatures in Argyle.

SHOP STATISTICS

Price:	135G
Sell:	90G
Copy:	1200 EXP
Upgrade:	No.171 (Storm Hagen) 6000 EXP No.172 (Rock Hagen) 6000 EXP No.173 (Bum Hagen) 6000 EXP



CARD STATISTICS

Attribute:	Water
Type:	Helper
Level:	★
Stones Req.:	x3
HP:	30
DEF:	10
Lifespan:	30
Uniq. Ski.:	-
Skills:	Song of Healing, HEALS

A Fairy with the power of healing. It will trail the player, replenishing the player's HP Points from time to time.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	-
DEF:	-
Uniq. Ski.:	-
Skills:	None

A creature with the power of healing. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	240G
Sell:	160G
Copy:	2000 EXP
Upgrade:	No.140 (Poppin' Charlie) 4000 EXP No.117 (Sprint) 8000 EXP No.179 (Dark Sprite) 8000 EXP



CARD STATISTICS

Attribute:	Water
Type:	Helper
Level:	★★★★
Stones Req.:	x3
HP:	60
DEF:	4
Lifespan:	180
Uniq. Ski.:	Life-force drain
Skills:	None

A special creature that neither moves nor attacks. As long as it is on the battlefield, it will slowly suck the life out of all other creatures.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	45
DEF:	4
Uniq. Ski.:	-
Skills:	Life-force drain, SPECIAL ATK

This strange-looking plant will drain the life force of anyone who enters its field of influence. It is not deadly, but gradually sucks the life out of every creature on the battlefield.

SHOP STATISTICS

Price:	-B
Sell:	460G
Copy:	12000 EXP
Upgrade:	No.174 (Octobush) 27000 EXP



CARD STATISTICS

Attribute:	Earth
Type:	Independent
Level:	★★★★
Stones Req.:	x5
HP:	50
DEF:	6
Lifespan:	150
Uniq. Ski.:	-
Skills:	Petrifying Gaze, ATK 24

An Independent type creature, the Catoblepas has high endurance, but is entirely immobile. The single eye of this creature can turn enemy creatures into stone.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	30
DEF:	6
Uniq. Ski.:	-
Skills:	Petrifying Gaze, ATK 24

An immobile, four-legged monster with an extraordinarily long neck. The single eye in the forehead of the Catoblepas emits a beam of light capable of turning anyone hit to stone.

SHOP STATISTICS

Price:	900G
Sell:	600G
Copy:	17900 EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Water
Type:	Summons
Level:	*****
Stones Req.:	x6
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl:	-
Skills:	Tentacles, ATK 80 Absolute Zero, ATK 60

A Summons type creature that instantaneously lowers the temperature of an area to absolute zero. This attack causes a wide damage, sometimes supplemented by paralysis effects.

CARD STATISTICS

Attribute:	Water
Type:	Weapon
Level:	**
Stones Req.:	x1
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl:	-
Skills:	Numb Tongue, ATK 14

A Weapon type creature that attacks enemies by zapping them with its frog-like tongue, sometimes causing paralysis. Not very lethal, but damage done is redirected to the player for replenishing HP Points.

CARD STATISTICS

Attribute:	Wood
Type:	Summons
Level:	*****
Stones Req.:	x3
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl:	-
Skills:	Arboreal Culin, SPECIAL ATK Apocalypse, ATK 80

A wolf relative said to be capable of killing even a god. It emits a stream of Wood energy that will cause damage to all Earth beings in range. Helper and independent cards, which are in use, will also be restored to unused status.

CARD STATISTICS

Attribute:	Earth
Type:	Weapon
Level:	***
Stones Req.:	x5
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl:	-
Skills:	Fires of Hell, ATK 24

A Weapon type creature with absolute power: The Lich creates fiery pillars of chaos that sweep away all enemies in front of the summoner. The pillars may also turn victims to stone.

CARD STATISTICS

Attribute:	Earth
Type:	Helper
Level:	***
Stones Req.:	x4
HP:	30
DEF:	4
Lifespan:	30
Uniq. Skl:	-
Skills:	Tagl, ATK 12

A small creature that circles madly around the player, causing steady damage to every enemy it runs into.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	360
DEF:	9
Uniq. Skl:	-
Skills:	Tentacles, ATK 57 Absolute Zero, ATK 65

A sacred beast that can instantly drop an area to bone-shaking absolute zero. Power enough to bring about sufferer paralysis. A servant of Gurd, it guards the way to the Sacred Battle Arena.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	18
DEF:	2
Uniq. Skl:	-
Skills:	Numb Foam, ATK 14 Numb Tongue, ATK 14

This strange beast hovers in the air, using its frog-like tongue and deadly spit to attack. Can cause paralysis, and occasionally steals HP Points from its victims.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	160
DEF:	12
Uniq. Skl:	-
Skills:	Demon Fang, ATK 48 Hell Hand, ATK 30

A mythical white wolf said to be capable of killing even a god. The unholy fangs of the Fenril carry the threat of paralysis.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	280
DEF:	10
Uniq. Skl:	-
Skills:	Fires of Hades, ATK 32 Fires of Hell, ATK 40

A powerful sorcerer who survived his own death. Anyone approaching the Lich's pillar of fire will suffer serious damage. On Gurd's orders, it challenges all who come to the Sacred Battle Arena.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	30
DEF:	4
Uniq. Skl:	-
Skills:	Tagl, ATK 10

A small beast with a gem in its forehead. If approached, it will ram into the aggressor, causing light damage.

SHOP STATISTICS

Price:	G
Sell:	2200G
Copy:	40000 EXP
Upgrade:	None



No.022 KRAKEN

SHOP STATISTICS

Price:	G
Sell:	30G
Copy:	3500 EXP
Upgrade:	No.189 (Rubber Froggy) 8000 EXP No.022 (Kraken) 30000 EXP



No.023 WATER REAPER

SHOP STATISTICS

Price:	G
Sell:	2320G
Copy:	32000 EXP
Upgrade:	None



No.024 FENRIL

SHOP STATISTICS

Price:	G
Sell:	1400G
Copy:	27000 EXP
Upgrade:	None



No.025 LICH

SHOP STATISTICS

Price:	G
Sell:	300G
Copy:	10000 EXP
Upgrade:	No.092 (Trickster) 13000 EXP No.114 (Napalm Beast) 18000 EXP



No.026 CARRIBANGLE



CARD STATISTICS

Attribute:	Fire
Type:	Weapon
Level:	★
Stones Req.:	x1
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Electric Shock, ATK 18

A Weapon type creature that aims a paralyzing stream of electricity forward. Can kill if victim has no immunity on occasion. Good range, but only minimal hitting power.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	18
DEF:	2
Uniq. Skl.:	-

Skills: Electric Shock, ATK 18
A bizarre creature consisting entirely of brain matter. Attack with streams of lightning that can cause paralysis.

SHOP STATISTICS

Price:	-G
Sell:	665
Copy:	4000 EXP
Upgrade:	No.098 (Mind Flayer) 20000 EXP



CARD STATISTICS

Attribute:	Neutral
Type:	Independent
Level:	★★★★★
Stones Req.:	x4
HP:	60
DEF:	15
Lifespan:	180
Uniq. Skl.:	-
Skills:	Crazy Legs, SPECIAL
ATK:	-

An Independent creature that does nothing but run around like mad

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	60
DEF:	15
Uniq. Skl.:	-

Skills: Crazy Legs, SPECIAL
ATK
A peculiar bird made entirely out of gems and precious jewelry. It is more valuable than its jewel-encrusted goose is faster than it looks.

SHOP STATISTICS

Price:	-G
Sell:	3000G
Copy:	2000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Earth
Type:	Summons
Level:	★★★★★
Stones Req.:	x8
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Chaos Breath, ATK 42 Chaos Mist, ATK 28

A Summons type creature that expels a fetid cloud of breath whose noxious vapors cause special damage conditions.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	280
DEF:	9
Uniq. Skl.:	-

Skills: Chaos Breath, ATK 35
A dragon that has been brought back from the grave to fight again. The fetid breath of a Zombie Dragon can cause a victim to turn to stone, or become paralyzed, poisoned, or cursed.

SHOP STATISTICS

Price:	-G
Sell:	1600G
Copy:	36000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Fire
Type:	Summons
Level:	★★★★★
Stones Req.:	x5
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Shield of Fire, ATK 17 Rain of Fire, ATK 30

A unique Summons creature. With its Shield of Fire, it creates a wall of searing flame around the summoner. While the wall is active, the player can damage enemies simply by running into them.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	150
DEF:	7
Uniq. Skl.:	-

Skills: Fist of Thunder, ATK 22
Rain of Fire, ATK 16
This animated pile of molten rock uses its massive arms to strike down its enemies with lightning bolts. It can seemingly never be killed, but it will strike them down with a barrage of flaming stones.

SHOP STATISTICS

Price:	-G
Sell:	380G
Copy:	17000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Earth
Type:	Helper
Level:	★★★
Stones Req.:	x5
HP:	26
DEF:	0
Lifespan:	78
Uniq. Skl.:	Speed Boost
Skills:	None

While on the battlefield, this creature will increase the speed of all allies. It does not attack, it simply runs around.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	26
DEF:	0
Uniq. Skl.:	Speed Boost
Skills:	None

This giant ostrich races to and fro on its magically-enhanced legs. The presence of a Running Bird will give all friendly monsters a speed boost. The Running Bird will not actually attack anyone.

SHOP STATISTICS

Price:	240G
Sell:	160G
Copy:	7000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Water
Type:	Summons
Level:	★
Stones Req.:	x2
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Foam of Stone, ATK 20 Poison Pincer, ATK 38

A Summons type creature armed with a poisonous pincer and foamy spit that turns victims to stone. Consumes very little Magic power.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	50
DEF:	11
Uniq. Skl.:	-
Skills:	Poison Pincer, ATK 16

These mutant crabs use their single massive pincer to crush their enemies. Their thick shells make them impervious to oil but the most determined attacks. They are also poisonous.

SHOP STATISTICS

Price:	1200
Sell:	800
Copy:	3000 EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Wood
Type:	Weapon
Level:	★★★★
Stones Req.:	x2
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Psychic Charge, ATK 32

A Weapon type creature. The Banshee's bolt of psychic energy can penetrate any defense. When a Banshee deals the finishing blow to any creature, all other cards in your deck will gain experience points based on the amount of damage the Banshee dealt.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	15
DEF:	2
Uniq. Skl.:	-
Skills:	Psychic Charge, ATK 32

A Banshee is a rare and powerful undead spirit. It will attack from long-range with a powerful bolt of psychic energy.

SHOP STATISTICS

Price:	-G
Sell:	200G
Copy:	19000 EXP
Upgrade:	No.149 (Sekmet) 27000 EXP



CARD STATISTICS

Attribute:	Water
Type:	Independent
Level:	★★★
Stones Req.:	x6
HP:	52
DEF:	9
Lifespan:	104
Uniq. Skl.:	-
Skills:	Sneak Attack, ATK 20

An Independent type creature. The Land Shark cruises through the soil until it finds an enemy monster, then leaps out and attacks.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	26
DEF:	9
Uniq. Skl.:	-
Skills:	Sneak Attack, ATK 20

Land Sharks swim in the soil of the earth, rather than in the sea. They will leap up and attack any enemy that approaches them.

SHOP STATISTICS

Price:	-G
Sell:	180G
Copy:	8000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Fire
Type:	Independent
Level:	★★
Stones Req.:	x5
HP:	50
DEF:	0
Lifespan:	100
Uniq. Skl.:	-
Skills:	Uppercut Thrust, ATK 21 Skull Splitter, ATK 24

An Independent type creature. The Berserker does not distinguish between friend and foe. He will attack anything and everything that gets in his way.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	50
DEF:	0
Uniq. Skl.:	-
Skills:	Uppercut Thrust, ATK 22 Skull Splitter, ATK 27

Berserkers are warriors crazed with bloodlust. They will attack anything and everyone they encounter, friend and foe alike.

SHOP STATISTICS

Price:	-G
Sell:	360G
Copy:	3000 EXP
Upgrade:	No.211 (Jade Giant) 10000 EXP No.180 (Matador) 22000 EXP No.195 (Berserk Master) 34000 EXP



CARD STATISTICS

Attribute:	Water
Type:	Weapon
Level:	★
Stones Req.:	x1
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Diving Attack, ATK 15

A Weapon type creature. A good choice against enemies with strong defenses, since the attack of a Flying Ray ignores defensive ability.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	18
DEF:	2
Uniq. Skl.:	-
Skills:	Tail Whip, ATK 15 Diving Attack, ATK 20

The stargray of the sky. When the Flying Ray spots a victim, it dives into the earth and waits for them to approach before leaping out and charging into them.

SHOP STATISTICS

Price:	30G
Sell:	20G
Copy:	1500 EXP
Upgrade:	No.023 (Water Reaper) 1500 EXP No.034 (Land Shark) 8000 EXP





CARD STATISTICS

Attribute:	Wood
Type:	Independent
Level:	★★
Stones Req.:	46
HP:	72
DEF:	0
Lifespan:	120
Uniq. Skt:	-
Skills:	Bite, ATK 14 Leaping Attack, ATK 18

Independent type card. Aggressive and fast moving. Lack of defensive ability gives it little chance to survive drawn-out fights.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	48
DEF:	4
Uniq. Skt:	-
Skills:	Bite, ATK 14 Leaping Attack, ATK 18

This ferocious beast possesses lightning-quick speed and a dangerous attack. Unlike its cute little size, even a small enemy, a Demon Hound never gives up the hunt.

SHOP STATISTICS

Price:	0
Sell:	240G
Copy:	8000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Earth
Type:	Summons
Level:	★★★★★
Stones Req.:	x9
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Hell's Flash, ATK 33 Hell's Roar, ATK 84

A Summons creature armed with weapons of sound and light. The Earth energy the Behemoth gives off will damage all Water creatures in the vicinity, regardless of defensive ability.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	180
DEF:	12
Uniq. Skt:	-
Skills:	Hell's Flash, ATK 35

A powerfully-muscled four-legged beast, the Behemoth attacks from a distance by emitting a blast of magic and a terrible roar.

SHOP STATISTICS

Price:	-G
Sell:	2100G
Copy:	25000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Water
Type:	Weapon
Level:	★★
Stones Req.:	x3
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Blades of Stone, ATK 24

A spinning, slashing Weapon type creature. In addition to normal damage, it is capable of turning enemies to stone.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	32
DEF:	6
Uniq. Skt:	-
Skills:	Slash of Stone, ATK 20 Blades of Stone, ATK 25

A close relative of the Lizardmen, Basilisks use a unique style of attack that can turn enemies to stone.

SHOP STATISTICS

Price:	-G
Sell:	70G
Copy:	2500 EXP
Upgrade:	No.004 (Lizardman) 2000 EXP No.007 (Red Lizard) 2000 EXP No.071 (Venom Lizard) 2000 EXP No.055 (Dragonoid) 2300 EXP



CARD STATISTICS

Attribute:	Neutral
Type:	Helper
Level:	★★★
Stones Req.:	x8
HP:	30
DEF:	1
Lifespan:	180
Uniq. Skt:	Decoy Action
Skills:	None

A Helper monster that causes the enemy to ignore all other friendly creatures for as long as it remains alive. Its eimerless makes it very effective against cumbersome enemies.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	30
DEF:	1
Uniq. Skt:	-
Skills:	Claw of Stone, ATK 4

Exposing only its gangly arm, the Mole Monster can travel through the earth rapidly. What it lacks in durability, it makes up for in speed. It places a turn-co stone spell on anyone it manages to claw.

SHOP STATISTICS

Price:	999G
Sell:	666G
Copy:	10000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Water
Type:	Helper
Level:	★★
Stones Req.:	x1
HP:	20
DEF:	1
Lifespan:	240
Uniq. Skt:	-
Skills:	Cursed Wind, ATK 42

A Trop type creature that hits any monster that gets too close with a blast of cursed wind. Minimal offensive power.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	20
DEF:	1
Uniq. Skt:	-
Skills:	Cursed Wind, ATK 35

A creature in the shape of a whirlpool, it will wait quietly for an enemy to approach, then attack, leaving them soggy wet, and cursed.

SHOP STATISTICS

Price:	0
Sell:	40G
Copy:	5000 EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Wood
Type:	Weapon
Level:	★
Stones Req.:	x5
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Claw Swipe, ATK 40

A Weapon type creature that swipes at nearby enemies with its razor-sharp claws. Its concentrated power makes up for the fact it can be used only twice.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	35
DEF:	3
Uniq. Skl.:	-
Skills:	Claw Swipe, ATK 20 Double Kick, ATK 28

Half human, half beast, the Lycanthrope uses its swiftness to confuse opponents. A swipe from the razor-sharp claws of a Lycanthrope can send its victim flying.

SHOP STATISTICS

Price:	3750
Sell:	2500
Copy:	2500 EXP
Upgrade:	No.078 (Scythe Beast) 3000 EXP No.037 (Demon Hound) 6000 EXP No.197 (Hell Hound) 7000 EXP No.024 (Fenrir) 32000 EXP



No.042 LYCANTHROPE

CARD STATISTICS

Attribute:	Earth
Type:	Independent
Level:	★★
Stones Req.:	x5
HP:	30
DEF:	13
Lifespan:	90
Uniq. Skl.:	-
Skills:	Pincer Chop, ATK 20

An easy-to-use Independent type creature that lives in the ground. From its protected underground position, it attacks enemy monsters with its oversized pincers.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	24
DEF:	8
Uniq. Skl.:	-
Skills:	Pincer Chop, ATK 18

The Sand Beetle prefers to remain underground. When an enemy approaches, the Sand Beetle will pop out and attack with its iron-clad pincers.

SHOP STATISTICS

Price:	-G
Sell:	280G
Copy:	6000 EXP
Upgrade:	None



No.043 SAND BEETLE

CARD STATISTICS

Attribute:	Neutral
Type:	Summons
Level:	★★★★
Stones Req.:	x5
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Spirit Summons, ATK 69 Spell Casting, ATK 35

A Summons monster that uses balls of raw magic to cause paralysis and curse conditions to any enemies within range. It can also dispatch a skull that homes in on its targets.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	180
DEF:	12
Uniq. Skl.:	-
Skills:	Spirit Summons, ATK 35 Spell Casting, ATK 28

Necromancers are evil spirits that command legions of undead servants. They use their superior speed to avoid taking damage.

SHOP STATISTICS

Price:	-G
Sell:	600G
Copy:	21000 EXP
Upgrade:	No.025 (Lich) 12000 EXP



No.044 NECROMANCER

CARD STATISTICS

Attribute:	Earth
Type:	Independent
Level:	★★★★★
Stones Req.:	x20
HP:	360
DEF:	16
Lifespan:	1440
Uniq. Skl.:	-
Skills:	Lava Storm, ATK 54

An extremely powerful Independent type creature that uses the power of Earth to launch salvos of volcanic lava that can blanket a wide area in fiery explosions.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	360
DEF:	14
Uniq. Skl.:	-
Skills:	Lava Storm, ATK 45

The lord of all Earth creatures, said to live deep within the ruins of an ancient temple. When attacked, he will fire salvos of volcanic lava onto his enemies.

SHOP STATISTICS
(CANNOT BE MODIFIED)

Price:	-G
Sell:	-G
Copy:	-EXP
Upgrade:	None



No.045 GREAT TURTLE

CARD STATISTICS

Attribute:	Wood
Type:	Healer
Level:	★★★
Stones Req.:	x5
HP:	24
DEF:	2
Lifespan:	192
Uniq. Skl.:	Enemy Slowdown
Skills:	None

A unique creature that sprinkles powder from its wings, which slows down every enemy monster. The effect lasts only while the butterfly is on the battlefield. This creature has no attack ability.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	24
DEF:	2
Uniq. Skl.:	Enemy Slowdown
Skills:	None

This giant insect is often found near rivers. The powder that falls from its wings causes numbness in all who inhale it. Affected beings will move slower than normal.

SHOP STATISTICS

Price:	180G
Sell:	120G
Copy:	8000 EXP
Upgrade:	None



No.046 GOLD BUTTERFLY



CARD STATISTICS

Attribute:	Wood
Type:	Weapon
Level:	★
Stones Req.:	x1
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Filthy Claw, ATK 18

A Weapon type creature that can cause poisoning and paralysis in addition to normal damage. Using its filthy, encrusted claws, the Ghou swats at whatever is in front of the player.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	32
DEF:	1
Uniq. Skl.:	-
Skills:	Filthy Claw, ATK 18 Knock Down, ATK 20

A Ghou is a corpse brought back to life, but missing a soul. Ghouls are slow-moving, but can paralyze anyone unlucky enough to be raked by their filthy claws.

SHOP STATISTICS

Price:	75G
Sell:	50G
Copy:	2500 EXP
Upgrade:	No.033 (Banshee) 2000 EXP



CARD STATISTICS

Attribute:	Wood
Type:	Helper
Level:	★★★
Stones Req.:	x5
HP:	55
DEF:	2
Lifespan:	220
Uniq. Skl.:	Def. Power-up
Skills:	None

A Summons creature that will boost the defensive power of all friendly creatures for as long as it remains on the battlefield.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	55
DEF:	14
Uniq. Skl.:	Def. Power-up
Skills:	None

A Treant is an ancient tree that has become sentient. While on the battlefield, a Treant will boost the defensive power of all his allies.

SHOP STATISTICS

Price:	240G
Sell:	160G
Copy:	10000 EXP
Upgrade:	No.157 (Dark Treant) 7000 EXP No.168 (Coal Treant) 7000 EXP



CARD STATISTICS

Attribute:	Water
Type:	Summons
Level:	★★★★
Stones Req.:	x10
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Briny Palars, ATK 48 Restore Cards, SPECIAL ATK

The Sea Monk is capable of restoring 1 to 5 used cards to unused status. It also boasts a powerful ice magic attack.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	40
DEF:	14
Uniq. Skl.:	-
Skills:	Blow Back, ATK 18

This mutant from the sea will defend itself with sharp pincers. Not a very dangerous monster if due caution is exercised.

SHOP STATISTICS

Price:	1440G
Sell:	960G
Copy:	21000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Wood
Type:	Helper
Level:	★★★★★
Stones Req.:	x4
HP:	90
DEF:	4
Lifespan:	350
Uniq. Skl.:	-
Skills:	Royal Scream, ATK 55

A Trap type creature that waits until an enemy approaches, then releases a high pitched scream that injures any within range, regardless of defensive ability.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	90
DEF:	4
Uniq. Skl.:	-
Skills:	Royal Scream, ATK 55

This extremely rare creature is part plant, part animal. If approached, it will emit a piercing scream that can penetrate any defenses.

SHOP STATISTICS

Price:	-G
Sell:	1400G
Copy:	32000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Water
Type:	Helper
Level:	★★★
Stones Req.:	x5
HP:	50
DEF:	10
Lifespan:	65
Uniq. Skl.:	Element Neutral
Skills:	None

While on the battlefield, this creature will neutralize all Element attributes. It does not attack.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	50
DEF:	10
Uniq. Skl.:	Element Neutral
Skills:	Ply Cutter, ATK 18

This disease carrier can cause a variety of special disease conditions. It will neutralize all Element Attributes while on the battlefield.

SHOP STATISTICS

Price:	-G
Sell:	120G
Copy:	8000 EXP
Upgrade:	No.095 (Beetle) 10000 EXP

CARD STATISTICS

Attribute:	Water
Type:	Weapon
Level:	★★
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Frigid Light, ATK 24

A Weapon type creature that emits a glittering beam of frost. The beam is lethal at both long and short ranges. It can also cause charm conditions.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	12
DEF:	12
Uniq. Skl.:	-
Skills:	Frigid Light, ATK 24

This plant entices unsuspecting passerby with a lura sweet lily's beautiful scent. They're also drawn away with a beam of frigid air that carries a charm effect.

SHOP STATISTICS

Price:	270G
Sell:	180G
Copy:	12000 EXP
Upgrade:	None



No.052 CRYSTAL ROSE

CARD STATISTICS

Attribute:	Fire
Type:	Weapon
Level:	★
Stones Req.:	x1
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Dive Bomb, ATK 14

A Weapon type creature perfectly suited for long-range attacks. It causes minimal damage, but is an ideal weapon for attacking trap monsters that are dangerous to approach in person.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	12
DEF:	1
Uniq. Skl.:	-
Skills:	Beak, ATK 10

A harbinger of bad luck, the Dark Raven is not much of a threat offensively, but its rapid movements can create confusion amongst the enemy.

SHOP STATISTICS

Price:	15G
Sell:	10G
Copy:	2000 EXP
Upgrade:	No.187 (Horus) 12000 EXP No.205 (Phoenix) 25000 EXP



No.053 DARK RAVEN

CARD STATISTICS

Attribute:	Fire
Type:	Helper
Level:	★★★
Stones Req.:	x8
HP:	68
DEF:	3
Lifespan:	68
Uniq. Skl.:	Power of Magic
Skills:	None

A unique card to be used in conjunction with other cards. While on the battlefield, the Wizard will boost the hitting power of all friendly creatures.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	42
DEF:	3
Uniq. Skl.:	Power of Magic
Skills:	Burning Staff, ATK 10

This being uses its wizard's staff to manipulate fire. The magic fire of a Wizard will raise the offensive power of every creature on its side.

SHOP STATISTICS

Price:	360G
Sell:	240G
Copy:	15000 EXP
Upgrade:	None



No.054 WIZARD

CARD STATISTICS

Attribute:	Earth
Type:	Weapon
Level:	★★
Stones Req.:	x3
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Whip of Binding, ATK 18

A Weapon type creature wielding a whip of paralysis. The quick snap of the whip sends a shock wave forward that can cause repeat damage in the right situation.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	32
DEF:	4
Uniq. Skl.:	-
Skills:	Whip of Binding, ATK 20

This outcast creature is a mix between a dragon and a human. The whip of a Dragonoid can cause paralysis.

SHOP STATISTICS

Price:	300G
Sell:	200G
Copy:	2500 EXP
Upgrade:	No.004 (Lizardman) 2000 EXP No.142 (Baby Dragon) 5000 EXP No.073 (Hydra) 15000 EXP



No.055 DRAGONOID

CARD STATISTICS

Attribute:	Wood
Type:	Helper
Level:	★★
Stones Req.:	x5
HP:	50
DEF:	5
Lifespan:	100
Uniq. Skl.:	Wood Power-up
Skills:	Branch Whip, ATK 12

A special creature that does not attack directly. While on the battlefield, it will double the power of Wood creatures, and halve the power of Earth.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	50
DEF:	5
Uniq. Skl.:	Wood Power-up
Skills:	Branch Whip, ATK 12

A tree spirit that lives deep in the rainforest. While on the battlefield, it will raise offensive power of all Wood creatures, and halve the offensive power of all Earth beings.

SHOP STATISTICS

Price:	-G
Sell:	340G
Copy:	3000 EXP
Upgrade:	No.046 (Treant) 6000 EXP No.109 (Wood Elemental) 25000 EXP



No.056 DRYAD



CARD STATISTICS

Attribute:	Wood
Type:	Transform
Level:	★★★★
Stones Req.:	x5
HP:	48
DEF:	4
Lifespan:	48
Uniq. Skt.:	-
Skills:	The Shift, ATK 24 Lance Thrust, ATK 28

A Transform type creature with the ability to fly. Not a lot of hitting power, but it can get you to places you would not normally be able to reach.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	64
DEF:	6
Uniq. Skt.:	-
Skills:	Lethal Lunge, ATK 24

The favorite weapon of this proud race of half-birds is the spear. A Birdman keeps his distance, waiting for the right moment for a devastating attack.

SHOP STATISTICS

Price:	-G
Sell:	-G
Copy:	10000 EXP
Upgrade:	No.139 (Garuda) 20000 EXP



CARD STATISTICS

Attribute:	Fire
Type:	Helper
Level:	★
Stones Req.:	x3
HP:	18
DEF:	2
Lifespan:	36
Uniq. Skt.:	-
Skills:	Energy Barrier, ATK 35 Energy Bomb, ATK 40

This Trap type creature blows itself up when an enemy approaches. Such an explosion will also set off any nearby Will o'wisps.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	18
DEF:	2
Uniq. Skt.:	-
Skills:	Energy Barrier, ATK 24 Explosion, ATK 40

These mysterious balls of light waft gently through the air. When approached, a Will o'wisp will explode, setting off any other nearby Will o'wisps. Attack from a safe distance.

SHOP STATISTICS

Price:	150G
Sell:	100G
Copy:	3500 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Wood
Type:	Weapon
Level:	★★★
Stones Req.:	x3
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt.:	-
Skills:	Random Shot, ATK 25

A Weapon type creature ideally suited for long-range attack. Can be used several times before being used up, but each arrow causes minimal damage.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	22
DEF:	10
Uniq. Skt.:	-
Skills:	Poison Arrow, ATK 17

This race of tree monsters was created long ago to defend the forests. Archer Trees prefer to launch poisoned arrows from a distance. They move quickly, but are vulnerable when firing.

SHOP STATISTICS

Price:	120G
Sell:	80G
Copy:	8000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Fire
Type:	Helper
Level:	★★★★
Stones Req.:	x5
HP:	75
DEF:	20
Lifespan:	75
Uniq. Skt.:	-
Skills:	Death Drop, ATK 36

The king of all trap monsters, the Stone Head levitates high overhead until a foe wanders near. It then drops to the ground, resulting in one enemy pancake.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	50
DEF:	8
Uniq. Skt.:	-
Skills:	Steamroller, ATK 15

Magically-animated lumps of stone, the Stone Heads will bowl over anyone who approaches. They excel in close-quarters combat and are very difficult to damage.

SHOP STATISTICS

Price:	-G
Sell:	420G
Copy:	12000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Fire
Type:	Weapon
Level:	★★
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt.:	-
Skills:	Bloody Tendrils, ATK 28

This Weapon type creature drains HP Points from enemy monsters and redirects them to its summoner.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	25
DEF:	0
Uniq. Skt.:	-
Skills:	Bloody Tendrils, HEALS

A plant possessed of innumerable tentacles, a Blood Bush will drain the life force of anyone who wanders within range of its bewitched tentacles.

SHOP STATISTICS

Price:	-G
Sell:	80G
Copy:	6000 EXP
Upgrade:	No.020 (Vampire Bush) 15000 EXP

CARD STATISTICS

Attribute:	Fire
Type:	Weapon
Level:	****
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Fireball, ATK 30

A Weapon type creature that shoots fireballs. The fireballs seek out their targets, and inflict severe damage. A powerful weapon, but one with a somewhat high cost in Magic Stones.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	100
DEF:	11
Uniq. Skl.:	-
Skills:	Fireball, ATK 35

A supernatural being of pure Fire, the Efreit is rugged, quick, and powerful. It attacks with fireballs that track to their target. Few survive the attack of an Efreit unharmed.

SHOP STATISTICS

Price:	-G
Sell:	560G
Copy:	15000 EXP
Upgrade:	None



No.062 EFREIT

CARD STATISTICS

Attribute:	Water
Type:	Weapon
Level:	***
Stones Req.:	x3
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Crushing Blow, ATK 36

A Weapon type monster with a powerful attack. A well-rounded weapon suitable for just about any combat situation.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	42
DEF:	10
Uniq. Skl.:	-
Skills:	Cursed Blow, ATK 28 Petrifying Blow, ATK 28

An agile warrior with the blood of dragons flowing in its veins. Its massive sword delivers punishing blows, as well as poison, curse, and petrification conditions. Approach with extreme caution.

SHOP STATISTICS

Price:	-G
Sell:	180G
Copy:	5000 EXP
Upgrade:	None



No.063 DRAGON KNIGHT

CARD STATISTICS

Attribute:	Fire
Type:	Summons
Level:	*****
Stones Req.:	x9
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Fiery Slaughter, ATK 57 Tree Killer, ATK 92

A strange fox with very powerful magic. Using the power of Fire, the Demon Fox can damage every Wood creature in the area, regardless of defensive ability.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	250
DEF:	10
Uniq. Skl.:	-
Skills:	Nine Fireballs, ATK 35

An ancient and evil fox boasting nine tails, from which it dispenses nine fireballs at a time. The fireballs have the ability to seek out their targets.

SHOP STATISTICS

Price:	-G
Sell:	2220G
Copy:	30000 EXP
Upgrade:	None



No.064 DEMON FOX

CARD STATISTICS

Attribute:	Earth
Type:	Helper
Level:	*****
Stones Req.:	x5
HP:	50
DEF:	0
Lifespan:	100
Uniq. Skl.:	-
Skills:	Hit and Run, ATK 18

A creature that circles around the player, trying to run into enemy monsters. It has a short half-life, but with good timing it can hit several times.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	50
DEF:	0
Uniq. Skl.:	-
Skills:	Hit and Run, ATK 22

This strange beast grinds around the battlefield, trying to run over enemies with its over-sized wheels. Its ridiculous appearance belies its dangerous potential.

SHOP STATISTICS

Price:	-G
Sell:	480G
Copy:	10000 EXP
Upgrade:	No.045 (Great Turtle) 47000 EXP



No.065 JITTERNAUT

CARD STATISTICS

Attribute:	Fire
Type:	Summons
Level:	****
Stones Req.:	x8
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Fiery Burst, ATK 45 Petrified, ATK 52

A Summons creature whose special damage weapon has a wide effective radius. It creates a shock wave that turns enemies to stone for a longer-than-normal length of time.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	73
DEF:	12
Uniq. Skl.:	-
Skills:	Spinning Fire, ATK 40

An animated statue brought to life with the power of Fire. Wreathed in flames, the very rare monster sends fiery cyclones at its enemies.

SHOP STATISTICS

Price:	880G
Sell:	490G
Copy:	12000 EXP
Upgrade:	None



No.066 FIRE GARGOYLE



CARD STATISTICS

Attribute:	Fire
Type:	Weapon
Level:	★★★★
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Fiery Combo, ATK 16

A Weapon type monster that wields a fiery sword and whip capable of causing repeat damage.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	110
DEF:	10
Uniq. Skl.:	-
Skills:	Fiery Combo, ATK 22

This supernatural being wields a flaming sword and whip with deadly practice. Great Demons steal Hit Points from their victims.

SHOP STATISTICS

Price:	-G
Sell:	480G
Copy:	7000 EXP
Upgrade:	No.112 (Incubus) 7000 EXP No.111 (Succubus) 7000 EXP No.161 (Demon Lord) 5000 EXP



CARD STATISTICS

Attribute:	Wood
Type:	Helper
Level:	★
Stones Req.:	x5
HP:	48
DEF:	12
Lifespan:	144
Uniq. Skl.:	Trouble Saver
Skills:	-

A creature that relieves all friendly monsters of all special damage conditions. It does not attack itself, but it will continue to protect the other creatures as long as it is alive.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	30
DEF:	12
Uniq. Skl.:	Trouble Saver
Skills:	Blastvision, ATK 12

A magic creature in the shape of a giant eyeball. Not only can it neutralize all enemy special attacks, it can also pick off distant enemies with a spear of light from its enormous eyeball.

SHOP STATISTICS

Price:	-G
Sell:	160G
Copy:	3500 EXP
Upgrade:	No.098 (Cyclops) 10000 EXP



CARD STATISTICS

Attribute:	Water
Type:	Summons
Level:	★★★★★★
Stones Req.:	x20
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Life to Cards, SPECIAL ATK Cards to Life, HEALS

The Lord of the Water creatures. It will restore used cards in exchange for Hit Points, and heal the player for the price of all four cards in the player's hand.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	380
DEF:	10
Uniq. Skl.:	-
Skills:	Sacred Light, ATK 41 Hard Rain, ATK 32

The Lord of all Water creatures, said to live in the ruins of an ancient civilization. The power carried by the Blue Dragon emits a blast of light of massive destructive power.

SHOP STATISTICS
(CANNOT BE MODIFIED)

Price:	-G
Sell:	-G
Copy:	- EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Earth
Type:	Helper
Level:	★★
Stones Req.:	x5
HP:	50
DEF:	5
Lifespan:	100
Uniq. Skl.:	Earth Power-up
Skills:	Hard Thrust, ATK 16

A special creature that will double the power of Earth creatures, and halve the power of Water creatures while it is on the battlefield.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	50
DEF:	5
Uniq. Skl.:	Earth Power-up
Skills:	Hard Thrust, ATK 16

An Earth spirit. Will gently bash enemy monsters with its cane, but poses no real threat. While on the battlefield it will double the power of Earth creatures, and halve the power of Water creatures.

SHOP STATISTICS

Price:	-G
Sell:	320G
Copy:	4000 EXP
Upgrade:	No.131 (Duo) 12000 EXP No.106 (Earth Elemental) 25000 EXP



CARD STATISTICS

Attribute:	Wood
Type:	Weapon
Level:	★★
Stones Req.:	x2
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Lethal Poison, ATK 16

A Weapon type creature that uses a spinning, slashing attack. It can also produce a poisoned condition in its victims.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	35
DEF:	8
Uniq. Skl.:	-
Skills:	Poison Slash, ATK 16 Lethal Poison, ATK 20

This close relative of the Lizardman uses his venom-tipped sword to poison his foes.

SHOP STATISTICS

Price:	-G
Sell:	80G
Copy:	2500 EXP
Upgrade:	No.094 (Lizardman) 2000 EXP No.007 (Red Lizard) 2000 EXP No.039 (Basilisk) 2000 EXP No.055 (Dragonoid) 2500 EXP

CARD STATISTICS

Attribute:	Fire
Type:	Helper
Level:	*****
Stones Req.:	x5
HP:	75
DEF:	12
Lifespan:	112
Uniq. Ski:	Double Magic
Skills:	Fireball, ATK 28

A Helper creature that attacks the enemy with fireballs. While active, the Tiger Mage will also halve the number of Magic Stones needed to use other cards.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	75
DEF:	12
Uniq. Ski:	-
Skills:	Fireball, ATK 28

The unnatural mixture of a great wizard and a tiger, the Tiger Mage keeps its distance and looks for an opportunity to attack with its fireball weapon.

SHOP STATISTICS

Price:	G
Sell:	1290G
Copy:	25000 EXP
Upgrade:	None



No.072 TIGER MAGE

CARD STATISTICS

Attribute:	Water
Type:	Summons
Level:	*****
Stones Req.:	x11
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Poison Mist, ATK 36 Cloud of Death, ATK 30

A Summons type creature whose poisonous breath can cause particularly damaging poison conditions over a wide swath.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	200
DEF:	15
Uniq. Ski:	-
Skills:	Sweep Attack, ATK 18 Poison Mist, ATK 24

The breath of this five-headed dragon contains a lethal poison that can be devastating even at long ranges. Up close, the Hydra uses its claws to deadly effect.

SHOP STATISTICS

Price:	G
Sell:	1000G
Copy:	16000 EXP
Upgrade:	None



No.073 HYDRA

CARD STATISTICS

Attribute:	Water
Type:	Independent
Level:	*****
Stones Req.:	x4
HP:	60
DEF:	6
Lifespan:	120
Uniq. Ski:	-
Skills:	Song of Sadness, ATK 7

An Independent type creature that does not move. It simply sings a melancholy song that drains the life of anyone who wanders within range. The call of the Siren can penetrate any defense.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	60
DEF:	6
Uniq. Ski:	-
Skills:	Song of Sadness, ATK 7

A bizarre bird-like monster that uses its bewitching voice to steal health from all who wander too close, regardless of their defensive capabilities.

SHOP STATISTICS

Price:	G
Sell:	320G
Copy:	18000 EXP
Upgrade:	None



No.074 SIREN

CARD STATISTICS

Attribute:	Fire
Type:	Helper
Level:	**
Stones Req.:	x5
HP:	54
DEF:	5
Lifespan:	108
Uniq. Ski:	Fire Power-up
Skills:	Breath, ATK 12

While on the battlefield, this creature will double the power of Fire, and halve the power of Wood.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	54
DEF:	5
Uniq. Ski:	Fire Power-up
Skills:	Breath, ATK 12

A fire spirit. The sluggish movements of this fire-breathing monster make it a less than terrifying foe. While on the battlefield, it will double the power of Water, and halve the power of Fire.

SHOP STATISTICS

Price:	G
Sell:	340G
Copy:	3000 EXP
Upgrade:	No.054 (Wizard) 10000 EXP No.062 (Elfreet) 12000 EXP No.108 (Fire Elemental) 25000 EXP



No.075 SALAMANDER

CARD STATISTICS

Attribute:	Fire
Type:	Summons
Level:	****
Stones Req.:	x7
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Bull Charge, ATK 65 Healish Healing, HEALS

A Summons creature with a superior life force. Both a fearsome warrior and a healer. It delivers punishing ramming attacks, but it can also cure all friendly creatures of special damage conditions.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	160
DEF:	5
Uniq. Ski:	-
Skills:	Bull Charge, ATK 36

A magical beast created from three different monsters. The Chimera subdues its prey with a mighty charge that brings heavy damage.

SHOP STATISTICS

Price:	G
Sell:	460G
Copy:	13000 EXP
Upgrade:	No.132 (Manticore) 10000 EXP No.186 (Nueh) 21000 EXP



No.076 CHIMERA



CARD STATISTICS	
Attribute:	Neutral
Type:	Helper
Level:	★★★★
Stones Req.:	x5
HP:	80
DEF:	2
Lifespan:	80
Uniq. Skl.:	
Skills:	Money Grabber, SPECIAL ATK

A Helper creature with a very special ability. When summoned, the Goblin Lord will roam around in the ground, locating Magic Stones. A weak creature, it tends to get killed quickly.

ENEMY STATISTICS	
Attribute:	Neutral
Type:	Enemy
HP:	80
DEF:	2
Uniq. Skl.:	
Skills:	Club, ATK 17 Foul Smoke, ATK 21

The nobility of the goblin world. Goblin Lords are actually quite weak, but they are wealthy. When attacked, they will shed Magic Stones in a glorious shower.

SHOP STATISTICS	
Price:	-
Sell:	760G
Copy:	14000 EXP
Upgrade:	None



CARD STATISTICS	
Attribute:	Wood
Type:	Weapon
Level:	★★
Stones Req.:	x2
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Shockwave Slash, ATK 12

A Weapon type monster that wields an over-sized scythe. Its striking power is not great, but the shockwave created by its weapon can inflict damage from a distance.

ENEMY STATISTICS	
Attribute:	Wood
Type:	Enemy
HP:	26
DEF:	0
Uniq. Skl.:	-
Skills:	Shockwave Slash, ATK 16

The over-sized scythe wielded by this monster is so sharp and so large that it creates a sonic wave that can damage enemies even when they are beyond the reach of the blade itself.

SHOP STATISTICS	
Price:	-G
Sell:	890G
Copy:	3600 EXP
Upgrade:	No.064 (Demon Fox) 30000 EXP



CARD STATISTICS	
Attribute:	Fire
Type:	Helper
Level:	★★
Stones Req.:	x5
HP:	20
DEF:	0
Lifespan:	120
Uniq. Skl.:	-
Skills:	Stony Magic, ATK 25

A Trap creature that marks its territory with a pillar of fire. When an enemy approaches, the pillar will explode and the Kitty Trap will disappear. Can cause petrification damage.

ENEMY STATISTICS	
Attribute:	Fire
Type:	Enemy
HP:	10
DEF:	0
Uniq. Skl.:	-
Skills:	Stony Magic, ATK 7

These intelligent traps were created by a wizard who loved cats. They mark out a piece of territory with a ring of fire. Anyone entering that space will suffer paralysis and petrification conditions.

SHOP STATISTICS	
Price:	450G
Sell:	300G
Copy:	7000 EXP
Upgrade:	None



CARD STATISTICS	
Attribute:	Neutral
Type:	Independent
Level:	★★★★
Stones Req.:	x7
HP:	60
DEF:	1
Lifespan:	180
Uniq. Skl.:	-
Skills:	Poisonous Dream, ATK 25

An Independent monster that expels clouds of poison gas wherever it goes. It makes up for its slow speed by blanketing large areas with its lethal breath.

ENEMY STATISTICS	
Attribute:	Neutral
Type:	Enemy
HP:	40
DEF:	1
Uniq. Skl.:	-
Skills:	Poisonous Dream, ATK 20

A demon that has taken the shape of a horse. Night Mares breathe out large clouds of noxious vapors. Their slow speed makes them vulnerable to attack from behind.

SHOP STATISTICS	
Price:	1800G
Sell:	1200G
Copy:	13000 EXP
Upgrade:	No.200 (Sleipnir) 42000 EXP No.008 (Unicorn) 36000 EXP



CARD STATISTICS	
Attribute:	Fire
Type:	Helper
Level:	★★★★★
Stones Req.:	x20
HP:	240
DEF:	12
Lifespan:	56
Uniq. Skl.:	-
Skills:	Life Saver, SPECIAL ATK

One of the Four Sacred Beasts, and Lord of the Fire creatures. While active, the Golden Phoenix will use its phenomenal life force to absorb all damage taken by the player's side.

ENEMY STATISTICS	
Attribute:	Fire
Type:	Enemy
HP:	280
DEF:	15
Uniq. Skl.:	-
Skills:	Wings of Fire, ATK 38 Tail Flames, ATK 16

The Lord of all Fire creatures, said to live deep within the ruins of an ancient temple. The mere touch of the fiery tail of the Golden Phoenix can be deadly.

SHOP STATISTICS (CANNOT BE MODIFIED)	
Price:	-G
Sell:	-G
Copy:	- EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Wood
Type:	Helper
Level:	★★★★
Stones Req.:	x3
HP:	20
DEF:	5
Lifespan:	10
Uniq. Ski:	-
Skills:	Healing Touch, HEALS

A mysterious creature of magic that appears in union with the Tree of Life. By approaching the Tree, a player can regain lost HP Points.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	-
DEF:	-
Uniq. Ski:	-
Skills:	None

A creature with the power of healing. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	450G
Sell:	300G
Copy:	12500 EXP
Upgrade:	None



No.082 RHEERIS

CARD STATISTICS

Attribute:	Wood
Type:	Summons
Level:	★★★★★★
Stones Req.:	x20
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Fangs of Glory, ATK 99 Sacred Light, ATK 28

The Lord of the Wood creatures. There is no escaping his terrible jaws. He can also create energy spheres around all friendly monsters, allowing them to cause damage merely by running into their foes.

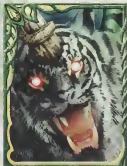
ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	320
DEF:	13
Uniq. Ski:	-
Skills:	Quick Draw, ATK 48

The Lord of all Wood creatures, said to live deep within the ruins of an ancient temple. Its speed and razor-sharp claws make it more deadly than 10 master swordsmen.

SHOP STATISTICS
(CANNOT BE MODIFIED)

Price:	-G
Sell:	-G
Copy:	-EXP
Upgrade:	None



No.083 WHITE TIGER

CARD STATISTICS

Attribute:	Earth
Type:	Summons
Level:	★★
Stones Req.:	x3
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Venom Web, ATK 18 Stasis Web, ATK 15

A Summons type monster that casts a spider web onto enemy monsters. Monsters hit by the web may suffer poisoning and paralysis.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	18
DEF:	2
Uniq. Ski:	-
Skills:	Spider Web, ATK 22

This giant spider appears at first glance to be a simple plant. When approached, it will shoot out a spider web. Anyone caught in the web will lose the ability to move at full speed.

SHOP STATISTICS

Price:	-G
Sell:	100G
Copy:	4500 EXP
Upgrade:	No.094 (Caterpillar) 3000 EXP



No.084 VENUS SPIDER

CARD STATISTICS

Attribute:	Neutral
Type:	Summons
Level:	★★★★★
Stones Req.:	x9
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Vampire Bats, ATK 65 Death Spell, SPECIAL ATK

A Summons creature with a special ability. With each attack, a Vampire has a chance of killing every creature present, friend and foe. However, some creatures do have immunity to one-stroke kills.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	210
DEF:	13
Uniq. Ski:	-
Skills:	Vampire Bats, ATK 20

These creatures are evil incarnate, the children of the night. Vampires dispatch swarms of vampire bats to drain the life out of their foes. The bats can also cause poison, paralysis, and curse conditions.

SHOP STATISTICS

Price:	-G
Sell:	1800G
Copy:	28000 EXP
Upgrade:	None



No.085 VAMPIRE

CARD STATISTICS

Attribute:	Earth
Type:	Weapon
Level:	★★★★★
Stones Req.:	x10
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	UHF Blastwave, ATK 55

A Weapon type monster that can attack from afar. It sends out an ultra high frequency sound wave that causes paralysis and major damage to anything in its path.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	190
DEF:	11
Uniq. Ski:	-
Skills:	UHF Blastwave, ATK 48

A magical being of superior intelligence. The ultra high frequency sound wave of the Sphinx can cause severe damage and paralysis. Its only weakness lies in its sluggish speed.

SHOP STATISTICS

Price:	-G
Sell:	1100G
Copy:	28000 EXP
Upgrade:	None



No.086 SPHINX



CARD STATISTICS

Attribute:	Water
Type:	Helper
Level:	★★★★★
Stones Req.:	x6
HP:	48
DEF:	0
Lifespan:	96
Uniq. Skl.:	-
Skills:	Heavenly Melody, HEALS

A healing creature. Through its song of mercy, it restores Hit Points to friendly creatures.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	48
DEF:	0
Uniq. Skl.:	-
Skills:	Abysmal Melody, ATK 5

The bewitching song of the Mermaid creates a poison condition in all who hear it. Because it is a sound, it cannot be blocked by shields.

SHOP STATISTICS

Price:	-G
Sell:	480G
Copy:	3000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Neutral
Type:	Summons
Level:	★★★★★
Stones Req.:	x7
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Puppet Strings, ATK 81 Terror Spawn, ATK 25

A unique Summons type creature that appears only briefly. He can charm all monsters near the player, friend or foe.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	280
DEF:	11
Uniq. Skl.:	-
Skills:	Sweep Attack, ATK 32 Puppet Strings, ATK 25

An evil wizard said to have been allied with the Enchanter King in ancient days. He will cast a charm spell on anyone who comes within reach of his enchanted puppet strings.

SHOP STATISTICS

Price:	G
Sell:	1200G
Copy:	2800 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Earth
Type:	Helper
Level:	★★★★
Stones Req.:	x4
HP:	24
DEF:	3
Lifespan:	72
Uniq. Skl.:	Toxic Glow
Skills:	None

A germ-infested giant rodent that makes all poison five times as effective as normal. It will not poison anyone by itself. Most effective when used together with a second, poison-inducing creature.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	16
DEF:	3
Uniq. Skl.:	-
Skills:	Germ Cloud, ATK 8

These giant rats are carriers of every disease known to Argynis. They poison anyone near them with a deadly super virus.

SHOP STATISTICS

Price:	-G
Sell:	40G
Copy:	6000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Water
Type:	Helper
Level:	★★
Stones Req.:	x5
HP:	60
DEF:	5
Lifespan:	120
Uniq. Skl.:	Water Power-Up
Skills:	Ice Spear, ATK 14

A special creature that doubles the power of Water, and halves the power of Fire while it is on the battlefield.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	48
DEF:	5
Uniq. Skl.:	Water Power-Up
Skills:	Ice Spear, ATK 18

A water spirit that wields a blade of pure water. The slow-moving Undine is not a fearsome opponent. While active, the Undine will double the power of Water creatures and halve the power of Fire creatures.

SHOP STATISTICS

Price:	-G
Sell:	320G
Copy:	4000 EXP
Upgrade:	No.134 (Mermaid) 12000 EXP No.107 (Water Elemental) 25000 EXP



CARD STATISTICS

Attribute:	Wood
Type:	Helper
Level:	★★★★
Stones Req.:	x7
HP:	24
DEF:	8
Lifespan:	32
Uniq. Skl.:	-
Skills:	Flying Tackle, ATK 16

A strange worm that circles around the player's position, damaging any enemy monsters it contacts.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	75
DEF:	10
Uniq. Skl.:	-
Skills:	Tackle, ATK 24

The Whip Worm spins around and around, plowing into anything that gets in its way. Ramming victims will suffer paralysis conditions.

SHOP STATISTICS

Price:	G
Sell:	1200G
Copy:	22000 EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Wood
Type:	Independent
Level:	★★★★
Stones Req.:	x8
HP:	50
DEF:	12
Lifespan:	75
Uniq. Skt:	-
Skills:	Tricky Dance, ATK 20

An independent creature that emits a mysterious sound wave that will produce one of six conditions: curse, poison, paralysis, charm, death, or petrification.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	60
DEF:	12
Uniq. Skt:	-
Skills:	Tricky Dance, ATK 22

The Trickster is a magical creature that flips into a handstand pose before attacking. It uses strange sound waves to cause paralysis and other damage conditions.

SHOP STATISTICS

Price:	-G
Sell:	900G
Copy:	18000 EXP
Upgrade:	No.199 (Mad Reverser) 13000 EXP



No.092 TRICKSTER

CARD STATISTICS

Attribute:	Water
Type:	Independent
Level:	★★★★
Stones Req.:	x9
HP:	120
DEF:	10
Lifespan:	360
Uniq. Skt:	-
Skills:	Swing, ATK 20 Power Swing, ATK 30

A larger and much more powerful cousin of the regular Skeleton. With superior longevity and a high Hit Points rating, the Demon Skeleton is not going to be knocked out of a fight easily.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	82
DEF:	8
Uniq. Skt:	-
Skills:	Swing, ATK 20 Power Swing, ATK 30

The body of this giant skeleton gleams blue, hinting at the magic power that binds its bones together. Demon Skeletons are tougher, faster, and more dangerous than their smaller cousins.

SHOP STATISTICS

Price:	-G
Sell:	960G
Copy:	20000 EXP
Upgrade:	No.100 (Steel Skeleton) 25000 EXP



No.093 DEMON SKELETON

CARD STATISTICS

Attribute:	Wood
Type:	Independent
Level:	★★★
Stones Req.:	x4
HP:	50
DEF:	8
Lifespan:	100
Uniq. Skt:	-
Skills:	Poisonous Horns, ATK 22

An independent monster that uses its poisoned feelers to attack any enemy monsters that approach it.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	32
DEF:	4
Uniq. Skt:	-
Skills:	Paralysis Horns, ATK 19

Half demon, half centaur, this creepy-creaky uses its numerous feelers to paralyze its foes.

SHOP STATISTICS

Price:	-G
Sell:	90G
Copy:	10000 EXP
Upgrade:	No.013 (Sand Worm) 17000 EXP



No.094 CATERPOLLER

CARD STATISTICS

Attribute:	Neutral
Type:	Helper
Level:	★★★★
Stones Req.:	x9
HP:	66
DEF:	36
Lifespan:	132
Uniq. Skt:	Diablo's Force
Skills:	None

While on the battlefield, this creature will neutralize all element attributes. It will also boost the offensive power of all creatures, friend or foe. Does not attack.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	180
DEF:	14
Uniq. Skt:	Diablo's Force
Skills:	Fly Cutter, ATK 24 Rain of Death, ATK 18

These demonic flies use plague germs to inflict various damage conditions. Beeslubs will neutralize all attributes, while boosting the offensive power of every creature on the battlefield.

SHOP STATISTICS

Price:	-G
Sell:	720G
Copy:	25000 EXP
Upgrade:	None



No.095 BEESLUBS

CARD STATISTICS

Attribute:	Water
Type:	Summons
Level:	★★★★★
Stones Req.:	x14
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Mind Stun Blast, ATK 40 Restore Cards, SPECIAL ATK

Using a rare type of magic, this creature will restore 5 to 10 of the summoner's previously used cards.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	100
DEF:	11
Uniq. Skt:	-
Skills:	Mind Stun Blast, ATK 15

A mysterious creature whose origins are not well understood. Using a unique form of magic that attacks the minds of their victims, Mind Players can paralyze and slow the movements of their enemies.

SHOP STATISTICS

Price:	3600G
Sell:	2400G
Copy:	30000 EXP
Upgrade:	None



No.096 MIND PLAYER



CARD STATISTICS

Attribute:	Water
Type:	Summons
Level:	*****
Stones Req.:	x9
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski.:	-
Skills:	Icy Combo, ATK 47 Ice Storm, ATK 70

A creature of pure ice. It has the ability to attack the north. Gives off Water energy that damages every Fire monster on the battlefield, regardless of defensive ability.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	180
DEF:	10
Uniq. Ski.:	-
Skills:	Spinning Ice, ATK 37 Ice Balls, ATK 42

Monsters from the frozen wastelands, Ice Golems attack by creating massive blocks of ice that cause both standard damage and paralysis.

SHOP STATISTICS

Price:	-G
Sell:	2400G
Copy:	27500 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Earth
Type:	Helper
Level:	*****
Stones Req.:	x5
HP:	60
DEF:	8
Lifespan:	180
Uniq. Ski.:	Trouble Maker
Skills:	None

A Helper creature that enables all friendly monsters to cause special condition damage in addition to their normal attacks.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	60
DEF:	8
Uniq. Ski.:	Trouble Maker
Skills:	Evil Eye Curse, ATK 15

Created in the image of a great eyeball, the Cyclops will give every monster on its side the ability to cause special damage. The Cyclops' eye beam can also cause curse damage.

SHOP STATISTICS

Price:	G
Sell:	800G
Copy:	10000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Neutral
Type:	Independent
Level:	*****
Stones Req.:	x16
HP:	180
DEF:	13
Lifespan:	180
Uniq. Ski.:	-
Skills:	Black Breath, ATK 50 Black Charge, ATK 54

An Independent type creature. The Black Dragon has both staying power and an extremely lethal attack. The downside is that any damage taken by the dragon will result in the summoner losing Hit Points.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	240
DEF:	7
Uniq. Ski.:	-
Skills:	Black Breath, ATK 35 Black Charge, ATK 42

Long ago, the God of Destruction created the Black Dragon to be the ultimate weapon. Its attack is devastating, its vitality is without equal, and it is virtually immune to special damage attacks.

SHOP STATISTICS

Price:	G
Sell:	3800G
Copy:	50000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Neutral
Type:	Independent
Level:	*****
Stones Req.:	x10
HP:	240
DEF:	18
Lifespan:	960
Uniq. Ski.:	-
Skills:	Bone Breaker, ATK 25 Bone Crusher, ATK 35

An Independent creature with superb hardness. Being able to steal the Hit Points of its victims makes it especially difficult to kill. Some attacks will produce instant death or petrification.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	180
DEF:	13
Uniq. Ski.:	-
Skills:	Bone Breaker, ATK 30 Bone Crusher, ATK 38

A skeleton forged in the undying flames of the Netherworld. When attacking, it will steal Hit Points from its enemies. It's also capable of turning foes to stone or killing them with a single stroke.

SHOP STATISTICS

Price:	G
Sell:	2800G
Copy:	30000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Neutral
Type:	Weapon
Level:	*****
Stones Req.:	x8
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski.:	-
Skills:	Demon Thrust, ATK 50

A Weapon type creature that wields a lance to devastating effect. The player will be vulnerable in the moment of attack, but one blow is often enough to kill a foe.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	150
DEF:	12
Uniq. Ski.:	-
Skills:	Backhand Lance, ATK 25 Demon Thrust, ATK 35

Appearing in the form of a blood-red suit of armor, the Chaos Knight is among the most lethal monsters in Arquivis. His lance can penetrate any defense, and one blow is often all it takes.

SHOP STATISTICS

Price:	G
Sell:	1280G
Copy:	22000 EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Neutral
Type:	Helper
Level:	★★★★
Stones Req.:	x9
HP:	180
DEF:	20
Lifespan:	540
Uniq. Skl.:	Quake Stomp
Skills:	None

A sentient pillar of rock that will draw the enemy's fury to it, instead of the player. It causes the enemy to ignore all other friendly creatures while it is on the battlefield.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skl.:	-
Skills:	None

A creature in the shape of a stone pillar. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	-G
Sell:	3200G
Copy:	21000 EXP
Upgrade:	No.170 (Gravity Pillar) 20000 EXP



No.102 DECOY PILLAR

CARD STATISTICS

Attribute:	Earth
Type:	Summons
Level:	★★★★★
Stones Req.:	x8
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Quake Stomp, ATK 50 Ancient Wisdom, SPECIAL ATK

A Summons creature that boasts a devastating attack and the ability to restore cards. The "Ancient Wisdom" skill will restore a number of used cards proportional to your remaining Magic Stones.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	240
DEF:	11
Uniq. Skl.:	-
Skills:	Tusk Thrust, ATK 28 Quake Stomp, ATK 36

Mutant elephants born of an ancient curse. Strong enough to shatter the very ground itself, they are also completely impervious to all special condition attacks.

SHOP STATISTICS

Price:	-G
Sell:	2600G
Copy:	30000 EXP
Upgrade:	None



No.103 ELEPHANT KING

CARD STATISTICS

Attribute:	Neutral
Type:	Summons
Level:	★★★★★
Stones Req.:	x12
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Final Judgement, SPECIAL ATK Cataclysm, SPECIAL ATK

Brings every Fire, Water, Earth, and Wood creature to near death. When facing a Runestone master, the turn-to-stone weapon Cataclysm will prevent fossilized cards from going back into your opponent's hand.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skl.:	-
Skills:	None

The ancient god that protects the royal family of Alarjet. Does not appear as an enemy monster.

SHOP STATISTICS
(CANNOT BE MODIFIED)

Price:	-G
Sell:	-G
Copy:	- EXP
Upgrade:	None



No.104 GOD OF DESTRUCTION

CARD STATISTICS

Attribute:	Neutral
Type:	Independent
Level:	★★★★★
Stones Req.:	x10
HP:	120
DEF:	15
Lifespan:	60
Uniq. Skl.:	-
Skills:	Lowly Embodiment, SPECIAL ATK

A strange creature that strolls nonchalantly through the battlefield until it finds a victim. It will kill the first creature it touches, and then disappear.

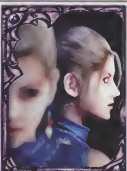
ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skl.:	-
Skills:	None

A body double of your character. Does not appear as an enemy monster.

SHOP STATISTICS
(CANNOT BE MODIFIED)

Price:	-G
Sell:	-G
Copy:	- EXP
Upgrade:	None



No.105 DOPELGAINGER

CARD STATISTICS

Attribute:	Earth
Type:	Independent
Level:	★★★★★
Stones Req.:	x8
HP:	100
DEF:	15
Lifespan:	200
Uniq. Skl.:	Gaia Ray
Skills:	None

A spirit of the Earth. While on the battlefield, it will gradually reduce the Hit Points of Water creatures while restoring Hit Points to Earth creatures.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	100
DEF:	0
Uniq. Skl.:	Gaia Ray
Skills:	Living Earth, ATK 25

An Earth spirit that deadens the power of Water, and strengthens the power of Earth. Immobile, it is easily killed.

SHOP STATISTICS

Price:	-G
Sell:	800G
Copy:	25000 EXP
Upgrade:	None



No.106 EARTH ELEMENTAL



CARD STATISTICS

Attribute:	Water
Type:	Helper
Level:	*****
Stones Req.:	x6
HP:	100
DEF:	15
Lifespan:	200
Uniq. Skt.:	Crystal Ray
Skills:	None

A Water spirit. While on the battlefield, it will gradually reduce the Hit Points of Fire creatures while restoring Hit Points to Water creatures.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	100
DEF:	0
Uniq. Skt.:	Crystal Ray
Skills:	Ocean Tears, ATK 25

A Water spirit that deadens the power of Fire, and strengthens the power of Water. Immobility, it is easily killed.

SHOP STATISTICS

Price:	-G
Sell:	800G
Copy:	25000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Fire
Type:	Helper
Level:	*****
Stones Req.:	x8
HP:	100
DEF:	15
Lifespan:	200
Uniq. Skt.:	Fiery Ray
Skills:	None

A Fire spirit. While on the battlefield, it will gradually reduce the Hit Points of Wood creatures while restoring Hit Points to Fire creatures.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	100
DEF:	0
Uniq. Skt.:	Fiery Ray
Skills:	Flying Fire, ATK 25

A Fire spirit that deadens the power of Wood, and strengthens the power of Fire. Immobility, it is easily killed.

SHOP STATISTICS

Price:	-G
Sell:	800G
Copy:	25000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Wood
Type:	Independent
Level:	*****
Stones Req.:	x8
HP:	100
DEF:	15
Lifespan:	200
Uniq. Skt.:	Herbal Ray
Skills:	None

A Wood spirit. While on the battlefield, it will gradually reduce the Hit Points of Earth creatures while restoring Hit Points to Wood creatures.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	100
DEF:	0
Uniq. Skt.:	Herbal Ray
Skills:	Green Revenge, ATK 25

A Wood spirit that deadens the power of Earth, and strengthens the power of Wood. Immobility, it is easily killed.

SHOP STATISTICS

Price:	G
Sell:	800G
Copy:	25000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Mech
Type:	Independent
Level:	***
Stones Req.:	x5
HP:	45
DEF:	0
Lifespan:	125
Uniq. Skt.:	-
Skills:	Mech Hammer, ATK 19

A very easy-to-use Independent type creature. Although slow, its excellent durability and striking power make this creature a tough opponent. Minimal magic consumption.

ENEMY STATISTICS

Attribute:	Mech
Type:	Enemy
HP:	40
DEF:	6
Uniq. Skt.:	-
Skills:	Mech Hammer, ATK 19

A Mech creature created by the Kenderie. These mechanical warriors have apparently been produced in great numbers. Although slow, they are powerful and tough.

SHOP STATISTICS

Price:	180G
Sell:	120G
Copy:	7000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Neutral
Type:	Summons
Level:	*****
Stones Req.:	x3
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt.:	-
Skills:	Bewitching Mist, ATK 8 Fog of Delusion, ATK 8

A Summons creature with the ability to cause Charm conditions. Anyone who inhales the Bewitching Mist of the Succubus will be put under a charm spell.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	56
DEF:	8
Uniq. Skt.:	-
Skills:	Bewitching Mist, ATK 5 Fog of Delusion, ATK 7

A demon in the shape of a beautiful woman, the Succubus is believed to lure unsuspecting men to their deaths. Can effect charm damage conditions.

SHOP STATISTICS

Price:	-G
Sell:	1000G
Copy:	20000 EXP
Upgrade:	No.085 (Vampire) 20000 EXP

CARD STATISTICS

Attribute:	Neutral
Type:	Summons
Level:	★★★★
Stones Req.:	x11
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Sensitive Hint, ATK 25 Card Tradeoff, ATK 25

A Summons type creature that steals the life force of its victims and redirects it to the player as restored Hit Points.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	70
DEF:	4
Uniq. Skt:	-
Skills:	Sensitive Hint, ATK 40 Life Sucking, ATK 25

A male demon that lures and kills women to their doom. Steals the Hit Points of its enemies, and adds them to its own.

SHOP STATISTICS

Price:	-G
Sell:	1000G
Copy:	20000 EXP
Upgrade:	No.085 (Vampire) 20000 EXP



No.112 INCUBUS

CARD STATISTICS

Attribute:	Fire
Type:	Summons
Level:	★★★★★
Stones Req.:	x8
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Meteor Shower, ATK 85 Valhalla, ATK 54

A legendary being said to escort the souls of the brave to paradise. The more creatures that die while the Valkyrie is in your hand, the more powerful its special "Valhalla" attack will become.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	300
DEF:	15
Uniq. Skt:	-
Skills:	Slice Maker, ATK 45 Meteor Shower, ATK 50

A fierce warrior from the Mountain of Flames and a sworn enemy of the Ashura, a Valkyrie will call down fiery meteors upon any who oppose her.

SHOP STATISTICS

Price:	-G
Sell:	4800G
Copy:	42000 EXP
Upgrade:	None



No.113 VALKYRIE

CARD STATISTICS

Attribute:	Fire
Type:	Helper
Level:	★★★★
Stones Req.:	x7
HP:	43
DEF:	7
Lifespan:	43
Uniq. Skt:	-
Skills:	Fiery Charge, ATK 20

A Helper creature eternally wreathed in flames. It circles around the player, damaging enemies who get too close.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skt:	-
Skills:	None

A magical beast wreathed in flames. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	900G
Sell:	600G
Copy:	10500 EXP
Upgrade:	None



No.114 NAPALM BEAST

CARD STATISTICS

Attribute:	Wood
Type:	Summons
Level:	★★★★
Stones Req.:	x10
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Green Glory, ATK 85 Green Vengeance, ATK 50

A dragon that harnesses the power of plants. It summons thorns from the ground and sends them flying into its foes. Effective at both close-range and long-range.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	195
DEF:	12
Uniq. Skt:	-
Skills:	Green Glory, ATK 45 Green Vengeance, ATK 39

A great lizard with power over trees and plants. When attacked, it sends clouds of sharp thorns at its enemies. Particularly effective against Independent type creatures.

SHOP STATISTICS

Price:	-G
Sell:	4000G
Copy:	10000 EXP
Upgrade:	No.195 (Spartoi) 8000 EXP No.188 (Acid Dragon) 10000 EXP No.221 (Ryuh) 35000 EXP



No.115 GREEN DRAGON

CARD STATISTICS

Attribute:	Neutral
Type:	Transform
Level:	★★★★★
Stones Req.:	x4
HP:	100
DEF:	6
Lifespan:	150
Uniq. Skt:	-
Skills:	Wind Blade, ATK 40 Glide, SPECIAL ATK

A Transform type creature capable of flight. Packing a mean punch, it is an excellent choice for serial combat.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	100
DEF:	6
Uniq. Skt:	-
Skills:	Wind Blade, ATK 36

A flying lizard with lethal breath. Moves slower than one might think.

SHOP STATISTICS

Price:	-G
Sell:	5200G
Copy:	27000 EXP
Upgrade:	None



No.116 WYVERN



CARD STATISTICS

Attribute:	Water
Type:	Helper
Level:	***
Stones Req.:	x5
HP:	48
DEF:	0
Lifespan:	96
Uniq. Skl.:	-
Skills:	Tender Kiss, HEALS

A fairy with the power of healing. When this fairy is flying around, it will restore some of the player's Hit Points when they use cards.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skl.:	-
Skills:	None

A creature with the power of healing. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	-G
Sell:	320G
Copy:	12000 EXP
Upgrade:	No.181 (Phooka) 9000 EXP



CARD STATISTICS

Attribute:	Fire
Type:	Helper
Level:	***
Stones Req.:	x8
HP:	68
DEF:	10
Lifespan:	136
Uniq. Skl.:	-
Skills:	Expensive Cure, SPECIAL ATK

This helper creature collects fallen Magic Stones and returns them to the player as restored Hit Points.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	68
DEF:	10
Uniq. Skl.:	-
Skills:	Big Thump, ATK 26

A humanoid obsessed with collecting Magic Stones. When a Magic Stone falls to the ground, he will snap it up, replenishing his own Hit Point supply. Not a serious physical threat.

SHOP STATISTICS

Price:	-G
Sell:	200G
Copy:	9000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Water
Type:	Weapon
Level:	*****
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Beak Rush, ATK 29

A Weapon type creature specializing in long distance attacks. Although each attack causes minimal damage, it can strike distant targets. It also carries the threat of slowing down its victims.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skl.:	-
Skills:	None

A bird-shaped creature. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	450G
Sell:	300G
Copy:	18000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Water
Type:	Independent
Level:	*
Stones Req.:	x0
HP:	8
DEF:	4
Lifespan:	96
Uniq. Skl.:	-
Skills:	Chigger Bite, ATK 13

An independent creature. Its small size makes it difficult for the enemy to kill. Has a relatively high hitting power, as well as a poison effect.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	8
DEF:	0
Uniq. Skl.:	-
Skills:	Chigger Bite, ATK 10

A small, but poisonous insect. Scurries around the battlefield, then flings itself at any enemy that gets too close. A pesky foe that travels in swarms.

SHOP STATISTICS

Price:	-G
Sell:	10G
Copy:	1000 EXP
Upgrade:	No.043 (Sand Beetle) 3000 EXP No.084 (Venus Spider) 4000 EXP No.051 (Larval Fly) 5000 EXP No.046 (Gold Butterfly) 5000 EXP



CARD STATISTICS

Attribute:	Water
Type:	Helper
Level:	*****
Stones Req.:	x3
HP:	160
DEF:	12
Lifespan:	160
Uniq. Skl.:	Song of Courage
Skills:	None

While on the battlefield, this creature will double the offensive and defensive power of all friendly creatures. An extremely powerful card with equally high magic requirements.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	160
DEF:	12
Uniq. Skl.:	Song of Courage
Skills:	Water Ribbon, ATK 30

A dancing girl performing a non-stop dance of war. Any friendly creatures within range will have their offensive and defensive power doubled.

SHOP STATISTICS

Price:	-G
Sell:	1400G
Copy:	28000 EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Neutral
Type:	Weapon
Level:	***
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Grim Harvest, ATK 25

A god of death, wielding a large scythe. This Weapon type creature will cause instant death a high percentage of the time. An example of a card with a good offensive range.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	24
DEF:	4
Uniq. Ski:	-
Skills:	Grim Harvest, ATK 22

A god of death, wielding a large scythe. Although neither a powerful attack nor a strong defender, it is still a terrible foe. It moves unseen from place to place, and can kill with a single touch.

SHOP STATISTICS

Price:	540G
Sell:	360G
Copy:	11000 EXP
Upgrade:	No.185 (Thanatos) 27000 EXP



No.122 DEATH

CARD STATISTICS

Attribute:	Earth
Type:	Independent
Level:	*
Stones Req.:	x1
HP:	25
DEF:	1
Lifespan:	75
Uniq. Ski:	-
Skills:	Head Butt, ATK 15

An Independent creature. It will not cause a lot of damage, but comes at a very affordable price in Magic Stones.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	15
DEF:	1
Uniq. Ski:	-
Skills:	Head Butt, ATK 14

A small creature of magic found in the Bhesades area. When threatened, it will defend itself with sharp spines that grow out of its head.

SHOP STATISTICS

Price:	-G
Sell:	10G
Copy:	1500 EXP
Upgrade:	No.124 (Golden Porcupine) 5000 EXP No.089 (Plague Rat) 10000 EXP No.021 (Catoblepas) 15000 EXP



No.123 PORCUPINE

CARD STATISTICS

Attribute:	Earth
Type:	Independent
Level:	***
Stones Req.:	x2
HP:	36
DEF:	5
Lifespan:	108
Uniq. Ski:	-
Skills:	Head Butt, ATK 20 Ramming Attack, ATK 25

An Independent creature. Its small size makes it difficult for the enemy to hit. Its hitting power is relatively high, and it carries the threat of poison.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	28
DEF:	3
Uniq. Ski:	-
Skills:	Head Butt, ATK 20 Ramming Attack, ATK 25

A rare and magical creature thought to inhabit the Wyll area. The spines on its head are poisonous. If defeated, it will disappear in a shower of Magic Stones.

SHOP STATISTICS

Price:	-G
Sell:	30G
Copy:	10000 EXP
Upgrade:	No.082 (Rhebus) 8000 EXP



No.124 GOLDEN PORCUPINE

CARD STATISTICS

Attribute:	Wood
Type:	Independent
Level:	****
Stones Req.:	x3
HP:	80
DEF:	4
Lifespan:	180
Uniq. Ski:	-
Skills:	Scream, ATK 38

A strange plant that can walk around. When it finds an enemy, it runs up behind it, unleashes a piercing scream, then dies. Packs a powerful punch that can penetrate any defense.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	60
DEF:	4
Uniq. Ski:	-
Skills:	Scream, ATK 35

A plant that can walk around. This peculiar creature walks up behind its foe, emits a piercing scream, then dies a moment later. The strange way it moves makes it appear to be dancing.

SHOP STATISTICS

Price:	-G
Sell:	180G
Copy:	12000 EXP
Upgrade:	No.050 (King Mandragora) 23000 EXP



No.125 MANDRAGORA DANCER

CARD STATISTICS

Attribute:	Water
Type:	Helper
Level:	*****
Stones Req.:	x5
HP:	15
DEF:	99
Lifespan:	180
Uniq. Ski:	-
Skills:	Huff and Puff, ATK 45

A trap type creature. Expands in size as the player repeatedly presses the assigned button. The larger it is, the more damage it will do when it explodes. Can also cause poison and paralysis effects.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	15
DEF:	99
Uniq. Ski:	-
Skills:	Huff and Puff, ATK 45

A mysterious magical creature that drifts fitfully through the air. When an enemy approaches, it pumps itself up, then explodes with a bang. Produces a variety of special damage conditions.

SHOP STATISTICS

Price:	-G
Sell:	1800G
Copy:	36000 EXP
Upgrade:	None



No.126 SUPER PUFFER



CARD STATISTICS

Attribute:	Fire
Type:	Helper
Level:	***
Stones Req.:	x8
HP:	50
DEF:	10
Lifespan:	150
Uniq. Ski:	EXP Doubler
Skills:	None

A Helper creature that follows the player around. While it's active, all friendly creatures will earn experience points at twice the normal rate. A lion said to be helpful in warding off evil.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	-
DEF:	-
Uniq. Ski:	-
Skills:	None

Does not appear as an enemy monster.

SHOP STATISTICS

Price:	-G
Sell:	900G
Copy:	12000 EXP
Upgrade:	No.038 (Behemoth) 25000 EXP



CARD STATISTICS

Attribute:	Water
Type:	Independent
Level:	****
Stones Req.:	x9
HP:	100
DEF:	14
Lifespan:	100
Uniq. Ski:	-
Skills:	Harpoon, ATK 45 Oceanic Spin, ATK 40

An easy-to-use Independent type creature with good endurance and biting power. It is, however, virtually helpless against Earth beings.

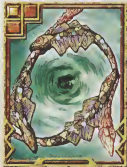
ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	100
DEF:	14
Uniq. Ski:	-
Skills:	Harpoon, ATK 45 Oceanic Spin, ATK 40

This race of fish men inhabit the Oceanic Borge. With their long harpoons, they are skilled warriors. Although normally stout defenders, they are extremely vulnerable to attacks by Earth creatures.

SHOP STATISTICS

Price:	-G
Sell:	300G
Copy:	6000 EXP
Upgrade:	No.192 (Gorgon) 5000 EXP No.087 (Mermaid) 9000 EXP No.049 (Sea Monk) 7000 EXP



CARD STATISTICS

Attribute:	Earth
Type:	Helper
Level:	*****
Stones Req.:	x6
HP:	80
DEF:	5
Lifespan:	20
Uniq. Ski:	-
Skills:	Snake Roundup, ATK 19

Three snakes bring each other's tails. Spins around the player at rapid speed, doing heavy damage to any enemy creatures that get in the way.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	-
DEF:	-
Uniq. Ski:	-
Skills:	None

Three serpents bring one another's tails. Do not appear as enemy monsters.

SHOP STATISTICS
(CANNOT BE MODIFIED)

Price:	-G
Sell:	-G
Copy:	-EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Neutral
Type:	Independent
Level:	*****
Stones Req.:	x6
HP:	96
DEF:	7
Lifespan:	80
Uniq. Ski:	-
Skills:	Yin Yang Sun, HEALS Yin Yang Shadow, ATK 33

An Independent creature with a dual personality. When glowing pink, it will damage any creature that gets too close. When glowing white, it will restore the HP Points of any creature that approaches. The summoner can also be affected by the nature of this creature.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	96
DEF:	7
Uniq. Ski:	-
Skills:	Yin Yang Sun, HEALS Yin Yang Shadow, ATK 33

A creature with a split personality. If approached when glowing black, it causes damage. When it glows white, however, it will restore HP Points.

SHOP STATISTICS

Price:	-G
Sell:	1800G
Copy:	43500 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Earth
Type:	Weapon
Level:	****
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Rock Train, ATK 30

A Weapon type creature that hurls boulders in the direction the player is facing. The boulders home in on enemies, inflicting major damage. Effective, but with a fairly high cost in Magic Stones.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	96
DEF:	8
Uniq. Ski:	-
Skills:	Rock Train, ATK 29

A magical being of the Earth, a Dao is strong, agile, and very dangerous. The boulders it tosses are deadly, all the more so because they can track to their targets.

SHOP STATISTICS

Price:	-G
Sell:	580G
Copy:	15000 EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Fire
Type:	Summons
Level:	★★★★
Stones Req.:	x7
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skil:	-
Skills:	Heavy Impact, ATK 68 Poison Dart, ATK 53

A Summon type creature with a powerful attack. It fires a stream of poison needles from its tail. The needles have a very good chance of poisoning opponents.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	240
DEF:	5
Uniq. Skil:	-
Skills:	Heavy Impact, ATK 42 Poison Dart, ATK 30

A great and rare beast of magical origin that inhabits the Plains of Rowahl. When not shooting poison-tipped needles at foes, it uses its powerful body to ram into them.

SHOP STATISTICS

Price:	-G
Sell:	540G
Copy:	20000 EXP
Upgrade:	No.086 (Sphinx) 16000 EXP



No.132 MANTIGORE

CARD STATISTICS

Attribute:	Water
Type:	Helper
Level:	★★★★
Stones Req.:	x8
HP:	36
DEF:	2
Lifespan:	72
Uniq. Skil:	Time Extension
Skills:	None

A Harper creature that can manipulate time. While it is on the battlefield, it doubles the lifetime of all other Helper and Independent creatures.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	36
DEF:	2
Uniq. Skil:	Time Out
Skills:	Time Out, SPECIAL ATK

A peculiar creature with long, floppy ears and a clock that can stop time. When the Hare begins to adjust its clock, beware!

SHOP STATISTICS

Price:	-G
Sell:	800G
Copy:	20000 EXP
Upgrade:	None



No.133 MARCH HARE

CARD STATISTICS

Attribute:	Water
Type:	Weapon
Level:	★★★★
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skil:	-
Skills:	Flying Ice, ATK 30

This Weapon type creature hurls ice balls that seek out their targets to cause heavy damage. A powerful card, but fairly expensive in terms of Magic Stones.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	52
DEF:	9
Uniq. Skil:	-
Skills:	Flying Ice, ATK 28

A magical water spirit with superior endurance and speed. Hurls ice balls that hurt down their targets at high speeds.

SHOP STATISTICS

Price:	-G
Sell:	340G
Copy:	15000 EXP
Upgrade:	None



No.134 MARD

CARD STATISTICS

Attribute:	Wood
Type:	Independent
Level:	★★★
Stones Req.:	x6
HP:	40
DEF:	5
Lifespan:	120
Uniq. Skil:	-
Skills:	Bow Attack, ATK 18 Leap and Fire, SPECIAL ATK

An Independent creature that specializes in long distance attacks. It is agile and hard to hit, which is good because it has a low tolerance for damage. Most effective in wide open spaces.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	40
DEF:	3
Uniq. Skil:	-
Skills:	Bow Attack, ATK 18 Leap and Fire, SPECIAL ATK

A humanoid race that inhabits the great rain forest. If approached, elves will retreat to a safe distance and strike back with their bows. They compensate for a lack of hardness with their speed.

SHOP STATISTICS

Price:	-G
Sell:	309G
Copy:	8000 EXP
Upgrade:	No.137 (Dark Elf) 15000 EXP No.136 (Elf Lord) 22000 EXP



No.135 ELF

CARD STATISTICS

Attribute:	Wood
Type:	Independent
Level:	★★★★★
Stones Req.:	x8
HP:	56
DEF:	6
Lifespan:	140
Uniq. Skil:	-
Skills:	Stab, ATK 28 Flying Knives, ATK 24

An Elf king armed with a magic elfen blade. It has both long-distance and close combat skills, making it suitable for use in any situation. Its only weakness is its fragile constitution.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	56
DEF:	5
Uniq. Skil:	-
Skills:	Stab, ATK 18 Flying Knives, ATK 24

An Elven king armed with a magical blade of power. Like all elves, the Elf Lord prefers to attack from afar, but it can defend itself in close combat if necessary.

SHOP STATISTICS

Price:	-G
Sell:	660G
Copy:	30000 EXP
Upgrade:	None



No.136 ELF LORD



CARD STATISTICS

Attribute:	Neutral
Type:	Independent
Level:	*****
Stones Req.:	x7
HP:	52
DEF:	8
Lifespan:	104
Uniq. Skl.:	-
Skills:	Energy Bolt, ATK 35 Shadow Warrior, ATK 24

An independent creature that uses magic as a weapon. It has a powerful attack with a great effective range, but its weak life force often results in it being killed before it does anything useful.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	40
DEF:	8
Uniq. Skl.:	-
Skills:	Energy Bolt, ATK 30 Shadow Warrior, ATK 24

A fallen Elf. Using his evil powers, a Dark Elf can attack from both long and short distances. With few vulnerabilities, it is a dangerous foe.

SHOP STATISTICS

Price:	-G
Sell:	800G
Copy:	18500 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Earth
Type:	Healer
Level:	*****
Stones Req.:	x8
HP:	40
DEF:	15
Lifespan:	200
Uniq. Skl.:	-
Skills:	Global Fury, ATK 50

A Trap creature that resembles a stone statue. When approached, it will launch a vicious attack.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	40
DEF:	15
Uniq. Skl.:	-
Skills:	Global Fury, ATK 42

A statue with a cunning intelligence. Anyone foolish enough to wander within range will be dealt a terrible blow. The globes it carries are models of the mythical planet known as "Earth".

SHOP STATISTICS

Price:	-G
Sell:	420G
Copy:	16000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Wood
Type:	Transform
Level:	*****
Stones Req.:	x10
HP:	120
DEF:	10
Lifespan:	120
Uniq. Skl.:	-
Skills:	Tough Dove, ATK 24 Furious Sky, ATK 20

A Transform creature capable of flight. More powerful than a Birdman, and skilled in aerial combat.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	120
DEF:	10
Uniq. Skl.:	-
Skills:	Tough Dove, ATK 24

A bird-man capable of flight. Uses its long lance and the magical power of Wood to defeat its enemies.

SHOP STATISTICS

Price:	-G
Sell:	1400G
Copy:	45000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Fire
Type:	Independent
Level:	**
Stones Req.:	x2
HP:	40
DEF:	4
Lifespan:	80
Uniq. Skl.:	-
Skills:	BB Attack, ATK 22

An Independent creature that can fly. Able to attack enemies in locations that would be inaccessible to other creatures.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	40
DEF:	4
Uniq. Skl.:	-
Skills:	BB Attack, ATK 22

A tiny imp with a large air rifle. Upon encountering an enemy, he attacks with glee. Being that his weapon isn't exactly deadly, he is more of an annoyance than a threat.

SHOP STATISTICS

Price:	-G
Sell:	40G
Copy:	2500 EXP
Upgrade:	No.177 (Bargoyne) 4000 EXP No.067 (Great Demon) 11000 EXP No.159 (Gemin) 34000 EXP



CARD STATISTICS

Attribute:	Earth
Type:	Independent
Level:	****
Stones Req.:	x2
HP:	30
DEF:	1
Lifespan:	120
Uniq. Skl.:	-
Skills:	Acid Mist, ATK 24

A peculiar lighter-than-air creature. Anyone that touches its Acid Mist will suffer damage. It is particularly effective against Mech creatures.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	30
DEF:	1
Uniq. Skl.:	-
Skills:	Acid Mist, ATK 20

A peculiar creature that floats through the air. Created from powerful acids, this slow-moving creature is no danger unless approached. It can wipe out Mech creatures with a single attack.

SHOP STATISTICS

Price:	-G
Sell:	300G
Copy:	16000 EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Earth
Type:	Independent
Level:	***
Stones Req.:	x2
HP:	54
DEF:	6
Lifespan:	108
Uniq. Skt:	-
Skills:	Charcoal Breath, ATK 20

A baby dragon. Not particularly useful as such, but with proper care, it can "grow" to become various more powerful dragons.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	54
DEF:	6
Uniq. Skt:	-
Skills:	Charcoal Breath, ATK 20

The infant dragons found in Fossil Boneyard. A single baby dragon is not a grave threat, but if you are not careful, you will find yourself surrounded by a horde of the little monsters.

SHOP STATISTICS

Price:	120G
Sell:	80G
Copy:	2000 EXP
Upgrade:	No.003 (Red Dragon) 10000 EXP
	No.143 (Brine Dragon) 10000 EXP
	No.115 (Green Dragon) 10000 EXP
	No.160 (Amber Dragon) 10000 EXP



No.142 BABY DRAGON

CARD STATISTICS

Attribute:	Water
Type:	Summons
Level:	*****
Stones Req.:	x10
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Sonic Tail, ATK 88 Frigid Breath, ATK 55

A great lizard of the sea. Attacks using its frigid breath and long tail. A powerful weapon that will, unfortunately, leave the player vulnerable.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	200
DEF:	16
Uniq. Skt:	-
Skills:	Sonic Tail, ATK 40 Frigid Breath, ATK 55

A great sea lizard. Its breath is frozen destruction, its tail is airborne death. The ample life force of this monster forces attackers to fight a risky battle of attrition.

SHOP STATISTICS

Price:	0
Sell:	4200G
Copy:	20000 EXP
Upgrade:	No.155 (Sparto) 8000 EXP
	No.069 (Blue Dragon) 35000 EXP



No.143 BRINE DRAGON

CARD STATISTICS

Attribute:	Wood
Type:	Transform
Level:	*
Stones Req.:	x3
HP:	80
DEF:	6
Lifespan:	240
Uniq. Skt:	-
Skills:	Tail Whip, ATK 24 Spinning Top, ATK 24

A Transform creature that may be difficult to move around. With effort, its reversed controls can be mastered and its attacks are respectable in close combat.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	80
DEF:	6
Uniq. Skt:	-
Skills:	Tail Whip, ATK 24 Spinning Top, ATK 24

An odd creature that caravans around the battlefield on a circus ball. This rarely-seen creature poses only a minor threat.

SHOP STATISTICS

Price:	-G
Sell:	200G
Copy:	2000 EXP
Upgrade:	No.203 (Anarchy Owl) 7500 EXP
	No.182 (Devote) 10000 EXP
	No.164 (Chameleus) 20000 EXP



No.144 CIRCA-SURUS

CARD STATISTICS

Attribute:	Earth
Type:	Transform
Level:	****
Stones Req.:	x8
HP:	150
DEF:	12
Lifespan:	150
Uniq. Skt:	-
Skills:	Rock Crusher, ATK 35 Stonewalling, SPECIAL ATK

A Transform creature capable of absorbing massive damage. It is very powerful, but its slow speed makes hitting the enemy difficult. It is impervious to damage while in Stonewalling mode.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	150
DEF:	12
Uniq. Skt:	-
Skills:	Rock Crusher, ATK 30 Stonewalling, SPECIAL ATK

Magical stone monsters commonly found in the Runestone caverns. They seem to be in the service of the Kerdana. Nearly invulnerable to normal attacks. Use a card capable of penetrating any defense.

SHOP STATISTICS

Price:	-G
Sell:	-G
Copy:	13500 EXP
Upgrade:	None



No.145 STONE GOLEM

CARD STATISTICS

Attribute:	Mech
Type:	Summons
Level:	*****
Stones Req.:	x5
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Robo Swat, ATK 60 Laser Show, ATK 42

A Summons creature with a devastating offensive weapon. Requires relatively few Magic Stones to operate.

ENEMY STATISTICS

Attribute:	Mech
Type:	Enemy
HP:	90
DEF:	9
Uniq. Skt:	-
Skills:	Robo Swat, ATK 24 Laser Show, ATK 20

A Mech creature created by the Kancaria. Does not move, but if approached it will unleash a torrent of laser beams.

SHOP STATISTICS

Price:	0
Sell:	560G
Copy:	20000 EXP
Upgrade:	None



No.146 GIZMOTIZER



CARD STATISTICS

Attribute:	Mech
Type:	Independent
Level:	***
Stones Req.:	x2
HP:	40
DEF:	8
Lifespan:	120
Uniq. Ski:	-
Skills:	Piston Spear, ATK 8 Rocket Spear, ATK 14

An incredibly quick independent creature. Its mechanical spear can penetrate any defense. Relatively low magic consumption.

ENEMY STATISTICS

Attribute:	Mech
Type:	Enemy
HP:	80
DEF:	8
Uniq. Ski:	-
Skills:	Piston Spear, ATK 8 Rocket Spear, ATK 14

A Mech creature created by the Kordane. A lightning-fast machine whose spear can penetrate any defense.

SHOP STATISTICS

Price:	150G
Sell:	100G
Copy:	7000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Fire
Type:	Summons
Level:	*****
Stones Req.:	x9
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Meteor Fire, ATK 60 Magic Rocks, SPECIAL ATK

A three-headed Summons type creature that sends up Magic Stones like fireworks. It can also send forth a scorching flame attack in the direction the player is facing.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	-
DEF:	-
Uniq. Ski:	-
Skills:	None

A creature with three heads. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	-G
Sell:	480G
Copy:	26000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Wood
Type:	Weapon
Level:	*****
Stones Req.:	x10
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Lethal Force, ATK 8

One of the most powerful Weapon cards in the game.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	-
DEF:	-
Uniq. Ski:	-
Skills:	None

A large, strangely shaped pile of bones. Does not appear as an enemy monster.

SHOP STATISTICS (CANNOT BE MODIFIED)

Price:	-G
Sell:	-G
Copy:	- EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Fire
Type:	Independent
Level:	**
Stones Req.:	x2
HP:	54
DEF:	8
Lifespan:	39
Uniq. Ski:	-
Skills:	Lance Thrust, ATK 25 Air Lance, ATK 30

This skeletal warrior is a very powerful independent creature with short longevity.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	-
DEF:	-
Uniq. Ski:	-
Skills:	None

A skeleton wreathed in flames. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	-G
Sell:	80G
Copy:	4000 EXP
Upgrade:	No.002 (Ghost Armor) 10000 EXP No.083 (Demon Skeleton) 20000 EXP



CARD STATISTICS

Attribute:	Wood
Type:	Helper
Level:	*****
Stones Req.:	x8
HP:	80
DEF:	11
Lifespan:	160
Uniq. Ski:	Ceasty Magic
Skills:	Thunder Ball, ATK 30

A Helper type creature that hurls thunder balls at its foes. It is capable of dismantling Mech creatures with a single hit. It also doubles your opponent's Magic Stone consumption.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	80
DEF:	11
Uniq. Ski:	-
Skills:	Thunder Ball, ATK 30

The unholy cross of an evil wizard with a panther. Keeps its distance and looks for an opportunity to attack with its thunder ball weapon.

SHOP STATISTICS

Price:	-G
Sell:	1200G
Copy:	25000 EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Earth
Type:	Independent
Level:	*****
Stones Req.	x5
HP:	60
DEF:	8
Lifespan:	120
Uniq. Skl:	-
Skills:	Peashooter, ATK 30

An Independent type creature that can fly. Lamassa has no particular weaknesses, but does require a fair amount of Magic Stones to use.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skl:	-
Skills:	None

A flying creature with the body of a human. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	-G
Sell:	320G
Copy:	20000 EXP
Upgrade:	None



No.152 LAMASSU

CARD STATISTICS

Attribute:	Mech
Type:	Summons
Level:	*****
Stones Req.	x11
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl:	-
Skills:	Zap Attack A, ATK 35 Zap Attack B, ATK 85

This Summons type creature is quick and hard to dodge. Particularly effective when facing other Runestone masters. Relatively low magic consumption.

ENEMY STATISTICS

Attribute:	Mech
Type:	Enemy
HP:	240
DEF:	8
Uniq. Skl:	-
Skills:	Search and Zap, ATK 24

A Mech creature created by the Kendaria. Attacks with a laser beam. Used in the assault on Bhadesh.

SHOP STATISTICS

Price:	-G
Sell:	1400G
Copy:	24000 EXP
Upgrade:	None



No.153 LASERBUG 39K

CARD STATISTICS

Attribute:	Earth
Type:	Helper
Level:	**
Stones Req.	x1
HP:	30
DEF:	5
Lifespan:	180
Uniq. Skl:	-
Skills:	Poison Spores, ATK 25

A Trap creature. When an enemy approaches, it pops out of the ground and sends out a cloud of poisonous spores.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	30
DEF:	0
Uniq. Skl:	-
Skills:	Poison Spores, ATK 25

An immobile mushroom-like creature. When approached, it will shake off a cloud of poisonous spores.

SHOP STATISTICS

Price:	-G
Sell:	48G
Copy:	6000 EXP
Upgrade:	No.210 (Blue Mold) 3000 EXP



No.154 MYCONID

CARD STATISTICS

Attribute:	Earth
Type:	Weapon
Level:	*****
Stones Req.	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl:	-
Skills:	Sweep Attack, ATK 28

A powerful Weapon type creature. Its potent attack has almost no vulnerability. Its sole weakness is the narrow focus of its attack.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skl:	-
Skills:	None

A warrior born from the tooth of a dragon. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	-G
Sell:	1700G
Copy:	24000 EXP
Upgrade:	None



No.155 SPURIO

CARD STATISTICS

Attribute:	Water
Type:	Summons
Level:	*****
Stones Req.	x13
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl:	-
Skills:	Land Lubber Mash, ATK 110 Right of Way, ATK 70

A Summons type creature. It attacks by smashing into enemies with its gigantic body. Effective over a wide area.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skl:	-
Skills:	None

An enormous ghost ship that was once the vessel of a great hero. It waits at Ubenox Gorge for its next master and commander. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	-G
Sell:	5000G
Copy:	50000 EXP
Upgrade:	None



No.156 PHANTOM SHIP



CARD STATISTICS

Attribute:	Wood
Type:	Independent
Level:	***
Stones Req.:	x3
HP:	60
DEF:	10
Lifespan:	180
Uniq. Ski:	-
Skills:	Sleeping Powder, ATK 17

A giant flower that lures enemies toward it, then sends out a cloud of sleep-inducing pollen. While on the battlefield, it will cause the enemy to ignore all other friendly creatures.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	60
DEF:	10
Uniq. Ski:	-
Skills:	Sleeping Powder, ATK 17

A giant flower that moves around slowly. Those who come near will fall victim to its sleep inducing pollen.

SHOP STATISTICS

Price:	-G
Sell:	150G
Copy:	9800 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Water
Type:	Summons
Level:	*****
Stones Req.:	x14
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Bigfoot!, ATK 48 Earthquake!, ATK 18

A Summons type creature in the shape of a giant foot. With a great flourish, it stomps on the ground, squashing every enemy unlucky enough to be under it.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	-
DEF:	-
Uniq. Ski:	-
Skills:	None

A creature that takes the shape of a giant foot. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	-G
Sell:	3000G
Copy:	31000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Fire
Type:	Summons
Level:	*****
Stones Req.:	x12
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Twin Flash, ATK 60 Twin Remedy, HEALS

Twinning that can either cause damage to the enemy with their effective and long-range flash weapon, or cure friendly creatures of light injuries.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	270
DEF:	13
Uniq. Ski:	-
Skills:	Twin Flash, ATK 55 Twin Barrage, ATK 29

Twin wizards, masters of the use of light as a weapon. On Bard's orders, they challenge all who come to the Sacred Battle Arena.

SHOP STATISTICS

Price:	-G
Sell:	2800G
Copy:	45000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Earth
Type:	Summons
Level:	*****
Stones Req.:	x10
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Cranial Charge, ATK 65 Rocky Roar, ATK 48

A giant serpent of the Earth. Although powerful, its ponderous nature hinders its offensive prowess.

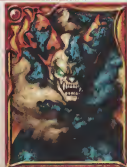
ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	170
DEF:	9
Uniq. Ski:	-
Skills:	Cranial Charge, ATK 35 Rocky Roar, ATK 20

A great lizard from the Fossil Boneyard. Although slow, its destructive power is unmatched.

SHOP STATISTICS

Price:	-G
Sell:	4000G
Copy:	10000 EXP
Upgrade:	No.155 (Spartan) 8000 EXP No.029 (Zombas Dragon) 18000 EXP No.129 (Umbrales) 35000 EXP



CARD STATISTICS

Attribute:	Fire
Type:	Weapon
Level:	*****
Stones Req.:	x9
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Demonic Hook, ATK 46

A mighty Weapon type creature that strikes with a powerful diving attack.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	300
DEF:	10
Uniq. Ski:	-
Skills:	Demonic Punch, ATK 42 Demonic Embrace, ATK 42

A Lord of the Underworld with four arms. On the offensive, it is extremely powerful. Handle with care.

SHOP STATISTICS

Price:	-G
Sell:	960G
Copy:	43000 EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Water
Type:	Independent
Level:	★
Stones Req.:	x1
HP:	45
DEF:	3
Lifespan:	90
Uniq. Skt:	-
Skills:	Kid Magic-Whiff, SPECIAL ATK Kid Magic-Boomi, ATK 48

An apprentice witch. She is always trying to cast a powerful spell, but only occasionally succeeds. An unpredictable, but independent creature.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	45
DEF:	3
Uniq. Skt:	-
Skills:	Kid Magic-Whiff, SPECIAL ATK Kid Magic-Boomi, ATK 48

An apprentice witch. Her attempts to cast spells make her staff quiver, and her enemies laugh. Occasionally, her spell casting will succeed, and then it is wise to be the wick!

SHOP STATISTICS

Price:	G
Sell:	80G
Copy:	2500 EXP
Upgrade:	No.194 (Baba Yaga) 14000 EXP No.872 (Tiger Mage) 17000 EXP No.151 (Panther Mage) 17000 EXP No.121 (Apsaras) 20000 EXP



No.162 WITCHETTE

CARD STATISTICS

Attribute:	Mech
Type:	Helper
Level:	★★★
Stones Req.:	x3
HP:	15
DEF:	1
Lifespan:	120
Uniq. Skt:	-
Skills:	Mech Mine, ATK 32

A Trap type creature that releases a corrosive gas when approached, then disappears. Capable of disabling Mech creatures instantly. Minimal magic consumption.

ENEMY STATISTICS

Attribute:	Mech
Type:	Enemy
HP:	15
DEF:	1
Uniq. Skt:	-
Skills:	Mech Mine, ATK 32

A Mech creature created by the Kändane. When approached, it will dispense a corrosive gas, then disappear. Able to kill a Mech creature instantly. Devised to control other Mech creatures.

SHOP STATISTICS

Price:	-G
Sell:	100G
Copy:	7500 EXP
Upgrade:	None



No.163 ACINBOT

CARD STATISTICS

Attribute:	Wood
Type:	Independent
Level:	★★★★
Stones Req.:	x6
HP:	100
DEF:	8
Lifespan:	150
Uniq. Skt:	-
Skills:	Rainbow Spear, ATK 20

An Independent type creature. If attacked, its body will change color to match the attribute of its enemy. Mimicking its foe's style, it strikes back doing twice the amount of damage done to it.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	100
DEF:	2
Uniq. Skt:	-
Skills:	Rainbow Spear, ATK 20

When attacked, this odd creature changes color to match the attribute of its attacker. It has the unique ability to absorb damage, then strike back causing twice the damage originally done to it.

SHOP STATISTICS

Price:	G
Sell:	2000G
Copy:	22222 EXP
Upgrade:	None



No.164 CHAMELLE'S

CARD STATISTICS

Attribute:	Wood
Type:	Independent
Level:	★★★★
Stones Req.:	x8
HP:	70
DEF:	10
Lifespan:	105
Uniq. Skt:	-
Skills:	Bite, ATK 28

An Independent type creature that moves slowly, but has a large Hit Point reserve, which allows it to survive fairly well.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	70
DEF:	7
Uniq. Skt:	-
Skills:	Bite, ATK 28

A carnivorous plant that will eat anything and everything it gets its tentacles on. It may be slow, but its attack is not to be scoffed at.

SHOP STATISTICS

Price:	G
Sell:	569G
Copy:	21800 EXP
Upgrade:	None



No.165 DEVIL PLANT

CARD STATISTICS

Attribute:	Wood
Type:	Transform
Level:	★★★★★
Stones Req.:	x6
HP:	100
DEF:	8
Lifespan:	300
Uniq. Skt:	-
Skills:	True Arrow, ATK 22 Jump, SPECIAL ATK

A Transform creature that can attack enemies from afar with its archery ability. Able to jump over low obstacles.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skt:	-
Skills:	None

Hill-horse, half-man, all archer. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	G
Sell:	2800G
Copy:	26000 EXP
Upgrade:	None



No.166 CENTAUR

No.167 DARK TREANT



CARD STATISTICS

Attribute:	Wood
Type:	Helper
Level:	★★★★
Stones Req.:	x5
HP:	72
DEF:	13
Lifespan:	120
Uniq. Skt.:	Earth/Wood Bane
Skills:	None

A rotten and corrupt old tree. While on the battlefield, it will halve the offensive power of all Earth and Wood creatures. Does not move, so best used in an area that already has enemies in it.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	72
DEF:	13
Uniq. Skt.:	Earth/Wood Bane
Skills:	Poison Dust, ATK 24

A Treant grown out of a rotten tree. Halves the power of any nearby Earth and Wood creatures. Defends itself with a cloud of poisonous tree dust.

SHOP STATISTICS

Price:	G
Sell:	560G
Copy:	12000 EXP
Upgrade:	None

No.168 COAL TREANT



CARD STATISTICS

Attribute:	Fire
Type:	Helper
Level:	★★★★
Stones Req.:	x5
HP:	72
DEF:	6
Lifespan:	120
Uniq. Skt.:	Fire/Water Bane
Skills:	Ash Cloud, SPECIAL ATK

A large tree made of an ash that devours water and fire energy. While on the battlefield, it will halve the offensive power of all nearby Water and Fire monsters. Does not move.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	72
DEF:	6
Uniq. Skt.:	Fire/Water Bane
Skills:	Ash Cloud, ATK 28

A large tree made of ash. Halves the power of all Water and Fire creatures in the vicinity. The breath of the Coal Treant produces a paralysis effect.

SHOP STATISTICS

Price:	G
Sell:	400G
Copy:	12000 EXP
Upgrade:	None

No.169 SLEEPING GIANT



CARD STATISTICS

Attribute:	Wood
Type:	Summons
Level:	★★★★
Stones Req.:	x6
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt.:	-
Skills:	Morning Madness, ATK 75 Lullaby, ATK 65

A strange giant that takes his naps very seriously. You never know if he will even wake up after being summoned.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	160
DEF:	10
Uniq. Skt.:	-
Skills:	Morning Madness, ATK 45 Lullaby, ATK 30

A giant who loves to sleep. Usually in a bad mood when not sleeping, and perfectly willing to give anyone nearby a good thumping. During his rare good moods, he sings a lullaby that puts enemies to sleep.

SHOP STATISTICS

Price:	G
Sell:	360G
Copy:	14000 EXP
Upgrade:	None

No.170 GRAVITY PILLAR



CARD STATISTICS

Attribute:	Neutral
Type:	Helper
Level:	★★★★★
Stones Req.:	x7
HP:	70
DEF:	15
Lifespan:	23
Uniq. Skt.:	Gravity Pull
Skills:	None

A stone pillar with its own gravity. Any enemies that get too close will be sucked in by the pillar's gravity.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	70
DEF:	15
Uniq. Skt.:	Gravity Pull
Skills:	Gravity Pull, SPECIAL ATK

A stone pillar with its own gravity. Anyone that gets too close will be sucked in, unable to break away. Be mindful of where it is on the battlefield.

SHOP STATISTICS

Price:	G
Sell:	3200G
Copy:	40000 EXP
Upgrade:	None

No.171 STORM HAGAN



CARD STATISTICS

Attribute:	Wood
Type:	Summons
Level:	★★
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt.:	-
Skills:	Mad Storm, ATK 18 Boomerang Axe, ATK 50

A green ogre that favors an over-sized axe. It relies on brute strength to defeat its opponents.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	72
DEF:	5
Uniq. Skt.:	-
Skills:	Mad Storm, ATK 25 Mad Storm, ATK 20

A green ogre with a big axe. More agile than one might give an ogre credit for.

SHOP STATISTICS

Price:	G
Sell:	160G
Copy:	6000 EXP
Upgrade:	No.169 (Sleeping Giant) 18000 EXP

CARD STATISTICS

Attribute:	Water
Type:	Summons
Level:	**
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Boulder Toss, ATK 55 Sleeping Gas, ATK 65

A blue ogre that prefers to toss boulders at its foes. Also emits a sleep-inducing gas.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	80
DEF:	4
Uniq. Skl.:	-
Skills:	Boulder Toss, ATK 26 Sleeping Gas, ATK 18

A blue ogre who likes to toss boulders around.

Volucrine wine address.

SHOP STATISTICS

Price:	-6
Sell:	160G
Copy:	6000 EXP
Upgrade:	No.016 (Sasquatch) 9000 EXP



No.172 ROCK HAGAN

CARD STATISTICS

Attribute:	Earth
Type:	Summons
Level:	**
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Hip Hop, ATK 35 Bad Gas, ATK 55

A yellow Dyre with two unique methods of attack. It can cause damage to several enemies at once with its Bad Gas attack, or it can try to land the difficult, but lethal, Hip Hop attack.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	60
DEF:	7
Uniq. Skl.:	-
Skills:	Bad Gas, ATK 30 Hip Hop, ATK 25

A yellow ogre blessed with a generously-sized rear and that he uses to smother his foes.

SHOP STATISTICS

Price:	-6
Sell:	160G
Copy:	6000 EXP
Upgrade:	None



No.173 BUM HAGAN

CARD STATISTICS

Attribute:	Neutral
Type:	Helper
Level:	*****
Stones Req.:	x9
HP:	240
DEF:	16
Lifespan:	200
Uniq. Skl.:	Life Drain
Skills:	None

While on the battlefield, this creature will give all friendly creatures the ability to steal Hit Points from the enemy when they attack. An ideal card for longer battles.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	240
DEF:	16
Uniq. Skl.:	Life Drain
Skills:	Energy Drain, ATK 48

A monster that uses the numerous tentacles on its head to drain the life out of its enemies. It moves faster than one might think.

SHOP STATISTICS

Price:	-6
Sell:	1000G
Copy:	4000 EXP
Upgrade:	None



No.174 OCTOBURST

CARD STATISTICS

Attribute:	Mech
Type:	Transform
Level:	*****
Stones Req.:	x6
HP:	120
DEF:	17
Lifespan:	240
Uniq. Skl.:	-
Skills:	Hit and Run, ATK 25 Ramming Speed, ATK 20

A Transform creature. Hold down the assigned button to build up energy, then let it go to zoom around. It moves strangely, but whatever it bumps into will suffer heavy damage.

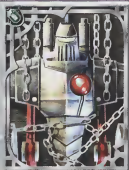
ENEMY STATISTICS

Attribute:	Mech
Type:	Enemy
HP:	68
DEF:	10
Uniq. Skl.:	-
Skills:	Hit and Run, ATK 24

A Mech creature created by the Kendaria. It can only move when it has stored enough energy. Extremely dangerous when in motion.

SHOP STATISTICS

Price:	-6
Sell:	500G
Copy:	25000 EXP
Upgrade:	None



No.175 CHIROBOT

CARD STATISTICS

Attribute:	Neutral
Type:	Helper
Level:	***
Stones Req.:	x5
HP:	50
DEF:	0
Lifespan:	150
Uniq. Skl.:	-
Skills:	Rough Kas, HEALS

A fairy with the power of healing. It will restore Hit Points to the player when an opponent uses a card.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skl.:	-
Skills:	None

A creature with the power of healing. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	480G
Sell:	320G
Copy:	12000 EXP
Upgrade:	None



No.176 DARK SPRITE



CARD STATISTICS

Attribute:	Fire
Type:	Independent
Level:	***
Stones Req.:	x2
HP:	80
DEF:	4
Lifespan:	160
Uniq. Skl.:	-
Skills:	Spinning Kick, ATK 26

An independent creature that can fly. It has good longevity, but only limited offensive power.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	80
DEF:	4
Uniq. Skl.:	-
Skills:	Spinning Kick, ATK 26

An irritating creature that flies around, picking locations for prey cannot hope to reach.

SHOP STATISTICS

Price:	3
Sell:	2605
Copy:	3500 EXP
Upgrade:	No.066 (Fire Gargoyle) 7000 EXP No.102 (Decoy Pillar) 15000 EXP



CARD STATISTICS

Attribute:	Mech
Type:	Independent
Level:	***
Stones Req.:	x4
HP:	70
DEF:	10
Lifespan:	116
Uniq. Skl.:	-
Skills:	Energy Missile, ATK 39

An independent creature designed for long-range attacks. It is slow and only appropriate for some situations. Minimal magic consumption.

ENEMY STATISTICS

Attribute:	Mech
Type:	Enemy
HP:	70
DEF:	10
Uniq. Skl.:	-
Skills:	Energy Missile, ATK 45

A Mech creature created by the Kendaria. Designed for long-distance attacks, the Mechapult will try to fry upon you from a safe distance.

SHOP STATISTICS

Price:	480G
Sell:	320G
Copy:	12000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Mech
Type:	Independent
Level:	****
Stones Req.:	x8
HP:	90
DEF:	5
Lifespan:	180
Uniq. Skl.:	-
Skills:	Giga Thrust, ATK 25 Giga Hammer, ATK 30

An upgraded version of the Aggressor GL2. It is faster and easier to use than its more primitive predecessor. Relatively low magic consumption.

ENEMY STATISTICS

Attribute:	Mech
Type:	Enemy
HP:	90
DEF:	5
Uniq. Skl.:	-
Skills:	Giga Thrust, ATK 25 Giga Hammer, ATK 30

A Mech creature created by the Kendaria. An upgraded version of the Aggressor GL2, the DX5 model is faster and even harder to disable.

SHOP STATISTICS

Price:	-G
Sell:	400G
Copy:	20000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Fire
Type:	Independent
Level:	*****
Stones Req.:	x5
HP:	64
DEF:	5
Lifespan:	96
Uniq. Skl.:	Decoy Action
Skills:	Shower, ATK 20 Duel, ATK 26

An agile fighter that specializes in deftly turning enemy attacks to its own advantage. While the Matador is active, the enemy will ignore all other friendly creatures. Does not move around.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	60
DEF:	5
Uniq. Skl.:	Decoy Action
Skills:	Shower, ATK 15 Duel, ATK 26

With his slender blade and quick reflexes, the Matador excels at close combat. Many who swing at him feel the bite of his blade before they realize their mistake.

SHOP STATISTICS

Price:	-G
Sell:	420G
Copy:	22000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Water
Type:	Helper
Level:	*****
Stones Req.:	x5
HP:	50
DEF:	5
Lifespan:	116
Uniq. Skl.:	-
Skills:	Boo!, ATK 6

A good card to use when facing another Runestone master. A hit from this creature's magic staff will result in turning all of a Runestone user's cards invisible for a period of time.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	50
DEF:	5
Uniq. Skl.:	-
Skills:	Boo!, ATK 6

A creature of humanoid form with a very unusual ability, a wave of its magic rod can flip over all of a player's cards.

SHOP STATISTICS

Price:	-G
Sell:	800G
Copy:	25000 EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Neutral
Type:	Transform
Level:	****
Stones Req.:	x6
HP:	64
DEF:	0
Lifespan:	149
Uniq. Skt:	-
Skills:	Ice Assault, ATK 35 Shadow Jack, ATK 38

A Transform creature. Allows the player to travel through the ground, safe from enemy attacks.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	64
DEF:	0
Uniq. Skt:	-
Skills:	Ice Assault, ATK 35 Shadow Jack, ATK 38

A shadowy figure who can move through the ground. It is only vulnerable during its attack moon.

SHOP STATISTICS

Price:	9
Sell:	800G
Copy:	15000 EXP
Upgrade:	No.044 (Necromancer) 12000 EXP



No.182 DAVITA

CARD STATISTICS

Attribute:	Earth
Type:	Summons
Level:	*****
Stones Req.:	x4
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Super Sleeper, ATK 20 Snooze Attack, ATK 65

A Summons creature with the ability to put nearby enemies to sleep.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	96
DEF:	7
Uniq. Skt:	-
Skills:	Super Sleeper, ATK 18 Snooze Attack, ATK 30

A peculiar plant with the ability to put enemies to sleep. It does not move, and thus presents no danger unless approached. Having taken root along the road to Alangah, these plants present a constant nuisance to travelers.

SHOP STATISTICS

Price:	-G
Sell:	400G
Copy:	20000 EXP
Upgrade:	None



No.183 BANOMETZ

CARD STATISTICS

Attribute:	Fire
Type:	Transform
Level:	*****
Stones Req.:	x5
HP:	45
DEF:	8
Lifespan:	135
Uniq. Skt:	-
Skills:	Triple Fireball, ATK 22 Jump, SPECIAL ATK

A Transform type creature with good jumping ability, its three heads carry a powerful flame weapon, while its body is strong enough to endure difficult combat.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	48
DEF:	8
Uniq. Skt:	-
Skills:	Triple Fireball, ATK 38 Cobra Gaze, ATK 40

A three-headed dog with a seriously bad temper. Will attack anyone or anything that approaches. Will not attack enemies that keep their distance.

SHOP STATISTICS

Price:	1500G
Sell:	1000G
Copy:	18000 EXP
Upgrade:	None



No.184 CERBERUS

CARD STATISTICS

Attribute:	Neutral
Type:	Summons
Level:	*****
Stones Req.:	x12
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Black Wave, ATK 98 Hell's Summons, ATK 40

A Summons type creature that guides all to the grave, its special attack sacrifices every friendly creature currently active. Nearby enemies than suffer damage equal to the HP Points lost by the friendlies.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	250
DEF:	10
Uniq. Skt:	-
Skills:	Black Wave, ATK 60 Eternal Rest, ATK 45

Death incarnate, Thanatos sleeps beyond the frozen sea. He challenges all who travel to his realm, and none has lived to tell of it. Able to move from one place to another instantly.

SHOP STATISTICS

Price:	9
Sell:	4000G
Copy:	40000 EXP
Upgrade:	None



No.185 THANATOS

CARD STATISTICS

Attribute:	Wood
Type:	Summons
Level:	*****
Stones Req.:	x13
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Charge, ATK 80 Falling Lightning, ATK 45

A Summons creature that can freely control lightning. A single blast from its lightning attack can destroy Mech creatures instantly.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	250
DEF:	10
Uniq. Skt:	-
Skills:	Charge, ATK 48 Falling Lightning, ATK 34

A magical beast able to manipulate lightning. The Nue's weapon can instantly destroy any Mech creatures caught in the blast. On Gurd's orders, it challenges all who come to the Sacred Battle Arena.

SHOP STATISTICS

Price:	-G
Sell:	1300G
Copy:	42000 EXP
Upgrade:	No.083 (White Tiger) 25000 EXP



No.186 NUE



CARD STATISTICS

Attribute:	Wood
Type:	Independent
Level:	★★★★
Stones Req.:	x4
HP:	80
DEF:	10
Lifespan:	160
Uniq. Skl.:	-
Skills:	Wing Blade, ATK 22

An independent creature that can fly. Its wide effective range makes it easy to use.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	50
DEF:	10
Uniq. Skl.:	-
Skills:	Wing Blade, ATK 22

A bird creature that soars through the sky above the battle. Its wings are as sharp as swords, and it uses them when it attacks.

SHOP STATISTICS

Price:	-G
Sell:	500G
Copy:	12000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Neutral
Type:	Helper
Level:	★★★★★
Stones Req.:	x11
HP:	175
DEF:	22
Lifespan:	262
Uniq. Skl.:	Technology Hater
Skills:	None

A Helper creature that causes Mech creatures to corrode and malfunction. While active, it will cause nearby Mech creatures to gradually lose Hit Points.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	230
DEF:	15
Uniq. Skl.:	-
Skills:	Acid Breath, ATK 54

A blackish dragon whose breath is laced with a powerful acid. The puff of its corrosive breath can destroy a Mech creature.

SHOP STATISTICS

Price:	-G
Sell:	3600G
Copy:	30000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Water
Type:	Independent
Level:	★★★
Stones Req.:	x6
HP:	65
DEF:	5
Lifespan:	195
Uniq. Skl.:	-
Skills:	Tongue Whip, ATK 23 Bouncing Attack, ATK 32

A strange creature that bounces along the ground, zapping enemies with its frog-like tongue. Can cause paralysis damage.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	65
DEF:	10
Uniq. Skl.:	-
Skills:	Tongue Whip, ATK 23 Bouncing Attack, ATK 32

A cross between a rubber ball and a frog. It has staying power, and it can inflict paralysis upon its enemies.

SHOP STATISTICS

Price:	-G
Sell:	220G
Copy:	5000 EXP
Upgrade:	No.128 (Vordianoi) 5000 EXP No.126 (Super Pumper) 20000 EXP



CARD STATISTICS

Attribute:	Fire
Type:	Independent
Level:	★★★★★
Stones Req.:	x2
HP:	80
DEF:	14
Lifespan:	173
Uniq. Skl.:	-
Skills:	Mad Bomber, ATK 70

An independent creature that places exploding coconuts all over the place.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	95
DEF:	11
Uniq. Skl.:	-
Skills:	Mad Bomber, ATK 70

A mutant monkey fond of exploding coconuts. He sets his explosives in random locations, then revels in the surprise of passers-by. This innocent monkey business is no joke for those caught too close.

SHOP STATISTICS

Price:	-G
Sell:	800G
Copy:	28000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Mech
Type:	Independent
Level:	★★★★
Stones Req.:	x5
HP:	60
DEF:	8
Lifespan:	180
Uniq. Skl.:	-
Skills:	Cherry Bomb, ATK 42

An independent creature that hovers in the air, dropping highly lethal bombs upon enemy creatures. Minimal magic consumption.

ENEMY STATISTICS

Attribute:	Mech
Type:	Enemy
HP:	60
DEF:	8
Uniq. Skl.:	-
Skills:	Cherry Bomb, ATK 36

A Mech creature created by the Kandorio. The USB buzzes through the sky, searching for targets. If it locates an enemy, it will begin raining down lethal bombs upon it.

SHOP STATISTICS

Price:	-G
Sell:	400G
Copy:	16000 EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Neutral
Type:	Summons
Level:	★★★★
Stones Req.:	x8
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Serpent Bite, ATK 65 Serpent Gaze, ATK 48

A Summon creature with 100% neutral to the stone. The Serpent Gaze attack will not do much direct damage, but it will not leave you exposed either. It also has a powerful turn-to-stone effect.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	36
DEF:	16
Uniq. Ski:	-
Skills:	Serpent Gaze, ATK 20

A witch intertwined with innumerable snakes. Those who carelessly approach this slow creature will find themselves turned to stone by the beams from her eyes.

SHOP STATISTICS

Price:	810G
Sell:	540G
Copy:	18000 EXP
Upgrade:	None



No.192 GORGON

CARD STATISTICS

Attribute:	Earth
Type:	Independent
Level:	★★★
Stones Req.:	x4
HP:	42
DEF:	7
Lifespan:	63
Uniq. Ski:	-
Skills:	Electricide, ATK 20

A small creature that shoots out electricity. Frail and not very effective in regular combat, Pixies only reveal their true talent when set against Mech creatures.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	42
DEF:	7
Uniq. Ski:	-
Skills:	Electricide, ATK 18

A small creature that shoots lightning from its fingers and easily dodges attacks aimed at it. Can destroy Mech creatures in a single strike.

SHOP STATISTICS

Price:	-G
Sell:	240G
Copy:	16000 EXP
Upgrade:	None



No.193 PIXIE

CARD STATISTICS

Attribute:	Water
Type:	Transform
Level:	★★★★★
Stones Req.:	x9
HP:	48
DEF:	12
Lifespan:	120
Uniq. Ski:	-
Skills:	Sonic Disrupter, ATK 15 Witch Around, ATK 20

A Transform creature with flying ability. Uses mysterious sound waves to make herself invisible to the enemy.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	48
DEF:	12
Uniq. Ski:	-
Skills:	Sonic Disrupter, ATK 15

An old witch who rides a large jar into battle. She attacks with strange sound waves. Relatively high defensive ability.

SHOP STATISTICS

Price:	G
Sell:	740G
Copy:	18000 EXP
Upgrade:	None



No.194 BABY YAGA

CARD STATISTICS

Attribute:	Fire
Type:	Independent
Level:	★★★★★
Stones Req.:	x5
HP:	200
DEF:	10
Lifespan:	400
Uniq. Ski:	-
Skills:	Bloody Axe, ATK 32 Axe Insanity, ATK 23

The king of confusion. His presence will make nearby creatures go mad with bloodlust. Affected creatures will attack anyone near them, friend or foe.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	200
DEF:	10
Uniq. Ski:	-
Skills:	Bloody Axe, ATK 32 Axe Insanity, ATK 15

A Berserk Master will send all nearby creatures into an orgy of violence, causing them to turn on their own allies. Be careful not to use too many Independent type cards when a Berserk Master is in play.

SHOP STATISTICS

Price:	-G
Sell:	1400G
Copy:	48000 EXP
Upgrade:	None



No.195 BERSERK MASTER

CARD STATISTICS

Attribute:	Neutral
Type:	Summons
Level:	★★★★★★
Stones Req.:	x13
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Beam Barrage, ATK 26 Defensive Ring, ATK 48

A powerfully muscled magic beast. Offers devastating offensive power, but has a high Magic Stone requirement.

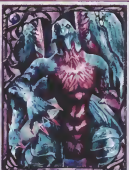
ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	400
DEF:	14
Uniq. Ski:	-
Skills:	Beam Barrage, ATK 40 Thunder Rush, ATK 55

A powerfully muscled beast thought to be related to the dragon. No modern sightings of this legendary beast have been confirmed.

SHOP STATISTICS

Price:	-G
Sell:	-G
Copy:	- EXP
Upgrade:	None



No.196 RABANDOS



CARD STATISTICS

Attribute:	Fire
Type:	Transform
Level:	***
Stones Req.:	x7
HP:	72
DEF:	6
Lifespan:	72
Uniq. Skl.:	-
Skills:	Hell Flames, ATK 24 Jump, SPECIAL ATK

A Transform creature. Its speed and leaping ability makes it ideal for exploration.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	64
DEF:	6
Uniq. Skl.:	-
Skills:	Hell Flames, ATK 22 Hound Kick, ATK 36

A ferocious dog bred in Hades. Quick and deadly, the Hell Hound is apparently used as a watchdog in some parts of the world.

SHOP STATISTICS

Price:	-G
Sell:	-G
Copy:	10000 EXP
Upgrade:	No.184 (Cerberus) 20000 EXP



CARD STATISTICS

Attribute:	Earth
Type:	Independent
Level:	*
Stones Req.:	x1
HP:	18
DEF:	0
Lifespan:	72
Uniq. Skl.:	-
Skills:	Li'l Stumble, ATK 18

A very small Independent creature. Its ramming attacks cause almost no damage, but they can trip up smaller enemies. Can evolve into various, more powerful bird creatures.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	18
DEF:	0
Uniq. Skl.:	-
Skills:	Li'l Stumble, ATK 16

An infant bird that does not pose a grave risk, but its diminutive size makes getting rid of it tricky.

SHOP STATISTICS

Price:	-G
Sell:	10G
Copy:	1400 EXP
Upgrade:	No.031 (Running Bird) 6000 EXP No.015 (Cockatrice) 14000 EXP No.074 (Siren) 15000 EXP



CARD STATISTICS

Attribute:	Wood
Type:	Helper
Level:	*****
Stones Req.:	x6
HP:	60
DEF:	14
Lifespan:	120
Uniq. Skl.:	Attribute Flip
Skills:	None

While on the battlefield, this creature will reverse all Element Attributes. A good "just in case" card for decks built around a particular attribute.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	60
DEF:	14
Uniq. Skl.:	Attribute Flip
Skills:	Handstand Ray, ATK 22

A bizarre monster that walks around on its hands. It will reverse the Attribute relationships of any creatures near it. The light beams emitted by the mark on its back can penetrate any defense.

SHOP STATISTICS

Price:	-G
Sell:	600G
Copy:	28000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Water
Type:	Summons
Level:	*****
Stones Req.:	x15
HP:	-
DEF:	-
Lifes, an.:	-
Uniq. Skl.:	-
Skills:	Lunar Display, ATK 06 Strict Dealer, SPECIAL ATK

A Summons type creature of great power. The more Water creatures in your deck, the more lethal the attack of the Sleipnir will be.

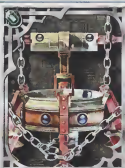
ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skl.:	-
Skills:	None

An eight-legged horse. Does not appear as an enemy monster.

SHOP STATISTICS
(CANNOT BE MODIFIED)

Price:	-G
Sell:	-G
Copy:	-EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Mech
Type:	Independent
Level:	*****
Stones Req.:	x10
HP:	150
DEF:	4
Lifespan:	200
Uniq. Skl.:	-
Skills:	GigaPain Claws, ATK 42 Energy Cannon, ATK 32

An immobile Independent type creature. When an enemy enters its defense perimeter, it strikes out with energy beams. Relatively low magic consumption.

ENEMY STATISTICS

Attribute:	Mech
Type:	Enemy
HP:	160
DEF:	10
Uniq. Skl.:	-
Skills:	GigaPain Claws, ATK 36 Energy Cannon, ATK 25

A Mech creature created by the Kendaris. An immobile device that protects itself with a repelling energy field. Can be very effective in narrow spaces.

SHOP STATISTICS

Price:	-G
Sell:	60G
Copy:	22000 EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Mech
Type:	Summons
Level:	★★★★
Stones Req.:	x11
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt.:	-
Skills:	Chrono Killer, ATK 55 Jet Rag, ATK 58

A Summons type creature armed with a potent triple-mount cannon weapon. Relatively low magic consumption.

ENEMY STATISTICS

Attribute:	Mech
Type:	Enemy
HP:	84
DEF:	6
Uniq. Skt.:	-
Skills:	Chrono Killer, ATK 54 Jet Rag, ATK 42

A Mech creature created by the Kenderie. Fires explosive shells from its three cannons. Immobile. Often positioned in combination with other Mech devices.

SHOP STATISTICS

Price:	-G
Sell:	800G
Copy:	2000 EXP
Upgrade:	None



No.202 TRIBMASTER

CARD STATISTICS

Attribute:	Wood
Type:	Helper
Level:	★★
Stones Req.:	x5
HP:	83
DEF:	4
Lifespan:	83
Uniq. Skt.:	Controller Flip
Skills:	None

While on the battlefield, this bizarre Helper creature causes your opponent's controls to become reversed. Only useful in Head-to-Head Mode.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skt.:	-
Skills:	None

A magical being carefully gripping a strange device with both hands. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	-G
Sell:	600G
Copy:	9600 EXP
Upgrade:	No.088 (Puppet Master) 13000 EXP No.130 (Yin Yang) 20000 EXP



No.203 ANARCHY OWL

CARD STATISTICS

Attribute:	Wood
Type:	Summons
Level:	★★★★★
Stones Req.:	x10
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt.:	-
Skills:	Wing Waves, ATK 32 Wonderful Turn, SPECIAL ATK

A Summons creature that offers both a powerful offense and the ability to restore cards. Using a high percentage instant kill technique, it attacks the enemy, then restores one card for each foe destroyed.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skt.:	-
Skills:	None

A white, winged horse. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	-G
Sell:	-G
Copy:	46000 EXP
Upgrade:	None



No.204 PEGASUS

CARD STATISTICS

Attribute:	Fire
Type:	Helper
Level:	★★★★★
Stones Req.:	x12
HP:	65
DEF:	20
Lifespan:	108
Uniq. Skt.:	-
Skills:	Life Restore, HEALS

A Helper creature with superlative vitality. Those who touch this fire-flying creature on the battlefield will have any lost HP Points restored.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	85
DEF:	12
Uniq. Skt.:	-
Skills:	Charge, ATK 35 Fiery Wind, ATK 22

An extremely rare creature that has little interest in other beings: it is of no danger unless you get too close. Those unwise enough to approach Ashura rarely survive the ferocious attack of this beast.

SHOP STATISTICS

Price:	-G
Sell:	1800G
Copy:	30000 EXP
Upgrade:	No.081 (Golden Phoenix) 25000 EXP



No.205 PHOENIX

CARD STATISTICS

Attribute:	Fire
Type:	Helper
Level:	★★★★★
Stones Req.:	x10
HP:	50
DEF:	30
Lifespan:	16
Uniq. Skt.:	Lotus Dance
Skills:	None

Upon summoning Ashura, all Weapon type cards will be allowed for unlimited usage. However, once the Ashura card is used up, any Weapon cards in the player's hand will be used up.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	300
DEF:	16
Uniq. Skt.:	-
Skills:	Unholy Chop, ATK 45 Unholy Flames, ATK 80

A semi-deity from the Temple of Flames. Sworn enemy of the Valley that wants to destroy his Temple. Quick and very lethal, Ashura is a foe beyond any but the most powerful adventures.

SHOP STATISTICS

Price:	-G
Sell:	6666G
Copy:	- EXP
Upgrade:	None



No.206 ASHURA



CARD STATISTICS

Attribute:	Earth
Type:	Transform
Level:	*****
Stones Req.:	x7
HP:	160
DEF:	20
Lifespan:	96
Uniq. Skt:	-
Skills:	Massive Blow, ATK 24 Arm Cannons, ATK 20

A bronze giant. Less than nimble, its strong points are its durability and hitting power. A Transform creature, ideal for heavy combat.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skt:	-
Skills:	None

A bronze giant. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	-G
Sell:	-G
Copy:	50000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Neutral
Type:	Helper
Level:	*****
Stones Req.:	x16
HP:	200
DEF:	0
Lifespan:	66
Uniq. Skt:	-
Skills:	Crystal Guard, SPECIAL ATK

A special type of Helper creature that absorbs damage meant for the player. After three attacks, it redistributes the accumulated damage to nearby enemies. A very powerful, but magic-hungry card.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skt:	-
Skills:	None

An enchanted creature born of crystal. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	-G
Sell:	-G
Copy:	55000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Neutral
Type:	Summons
Level:	****
Stones Req.:	x6
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Lucky Restore, SPECIAL ATK Lucky Damage, SPECIAL ATK

A Summons creature in the shape of a giant gambling die. Can either attack enemies, or restore used cards. Either way, the higher the number on the die, the more effective it will be. Don't roll a 1!

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skt:	-
Skills:	None

A bizarre creature built around a giant gambling die. Does not appear as an enemy monster.

SHOP STATISTICS

Price:	-G
Sell:	2400G
Copy:	22000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Earth
Type:	Helper
Level:	****
Stones Req.:	x3
HP:	64
DEF:	0
Lifespan:	128
Uniq. Skt:	-
Skills:	Mystery Effect, HEALS

A Trep creature. Anyone, friend or foe, suffering conditional damage will be cured, and have their HP Points restored upon approach. But healthy beings will lose half their HP Points and suffer poisoning.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	64
DEF:	0
Uniq. Skt:	-
Skills:	Mystery Effect, HEALS

Flowing poisons of blue mold. The magic medicine it carries can cure only special damage conditions. However, a healthy being that touches Blue Mould will suffer HP Point damage.

SHOP STATISTICS

Price:	-G
Sell:	340G
Copy:	12000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Fire
Type:	Summons
Level:	***
Stones Req.:	x5
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skt:	-
Skills:	Running Attack, ATK 60 Whirling Blade, ATK 52

A Summons type creature that wields an enormous sword. Although vulnerable during its attack, it can cause great damage if it hits.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	72
DEF:	6
Uniq. Skt:	-
Skills:	Running Attack, ATK 22 Whirling Blade, ATK 15

A humanoid that wields a gigantic sword. When attacked, it strikes back with a dazzling display of swordsmanship. Most effective in close combat.

SHOP STATISTICS

Price:	-G
Sell:	240G
Copy:	10000 EXP
Upgrade:	No. 206 (Ashura) 50000 EXP

CARD STATISTICS

Attribute:	Fire
Type:	Summons
Level:	*****
Stones Req.:	x16
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Lava Breath, ATK 100 Hell's Wall, ATK 16

A mythical fire lizard said to wield the Flames of Hell. His attack is one of the most powerful in the game.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	480
DEF:	12
Uniq. Ski:	-
Skills:	Lava Breath, ATK 12 Hell's Wall, ATK 15

The legendary Lord of the dragons. Fahir is believed to wield the flames of Hell. His existence has never been proven.

SHOP STATISTICS (CANNOT BE MODIFIED)

Price:	-G
Sell:	-G
Copy:	- EXP
Upgrade:	None



No.212 FAHIR

CARD STATISTICS

Attribute:	Water
Type:	Independent
Level:	*
Stones Req.:	x1
HP:	30
DEF:	3
Lifespan:	90
Uniq. Ski:	-
Skills:	Beak Attack, ATK 14 Flying Jump, ATK 20

An independent creature that uses its sharp beak to inflict paralysis damage upon its enemies.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	30
DEF:	3
Uniq. Ski:	-
Skills:	Beak Attack, ATK 12 Flying Jump, ATK 18

A bizarre creature built around a very sharp beak. If a victim is surrounded, it's not much of a threat.

SHOP STATISTICS

Price:	-G
Sell:	16G
Copy:	1000 EXP
Upgrade:	None



No.213 BIZARRO

CARD STATISTICS

Attribute:	Earth
Type:	Transform
Level:	*****
Stones Req.:	x13
HP:	180
DEF:	17
Lifespan:	120
Uniq. Ski:	-
Skills:	Mega Tornado, ATK 42 Spinning Death, ATK 32

Upon summoning, it will kill all other friendly creatures. The more that are sacrificed for it, the more deadly its Mega Tornado will be.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	380
DEF:	14
Uniq. Ski:	-
Skills:	Mega Tornado, ATK 45 Spinning Death, ATK 50

A bird creature with dominion over the winds. Because of its mythical status, very little is known about the weapons and powers of this monster.

SHOP STATISTICS (CANNOT BE MODIFIED)

Price:	-G
Sell:	-G
Copy:	- EXP
Upgrade:	None



No.214 PAVIZU

CARD STATISTICS

Attribute:	Mech
Type:	Helper
Level:	****
Stones Req.:	x2
HP:	58
DEF:	5
Lifespan:	58
Uniq. Ski:	-
Skills:	Magic Vacuum, SPECIAL ATK

A Helper creature that circles around you and collects Magic Stones for you. Minimal magic consumption. In VS Mode, it will circle around your opponent.

ENEMY STATISTICS

Attribute:	Mech
Type:	Enemy
HP:	58
DEF:	5
Uniq. Ski:	-
Skills:	Scrub a Dub Dub, ATK 5

A Mech creature created by the Kendarie. If one of these robots fields you, it will circle around you, stealing Magic Stones before you can collect them.

SHOP STATISTICS

Price:	-G
Sell:	240G
Copy:	7000 EXP
Upgrade:	None



No.215 SUPERSCRUBBER

CARD STATISTICS

Attribute:	Mech
Type:	Weapon
Level:	*****
Stones Req.:	x10
HP:	-
DEF:	-
Lifespan:	-
Uniq. Ski:	-
Skills:	Heavy Bomber, ATK 60

An upper echelon Weapon creature that can unleash a devastating attack in all directions. Relatively low magic consumption.

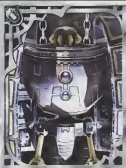
ENEMY STATISTICS

Attribute:	Mech
Type:	Enemy
HP:	280
DEF:	11
Uniq. Ski:	-
Skills:	Heavy Bomber, ATK 42 Bomb Arm, ATK 43

A Mech creature created by the Kendarie. Combines an extremely tough exoskeleton with a devastating attack. On the orders of Gurd, it waits for travelers to the Sacred Battle Arena.

SHOP STATISTICS

Price:	-G
Sell:	2400G
Copy:	38000 EXP
Upgrade:	None



No.216 ASTROBOT



CARD STATISTICS

Attribute:	Earth
Type:	Weapon
Level:	*****
Stones Req.:	x5
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Crystalizer, ATK 10

A Weapon type creature that always inflicts 10 points of damage, no matter who the enemy is. If it finishes off a monster, Magic Stones equal to 10x the enemy's last Hit Points count will appear.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	140
DEF:	12
Uniq. Skl.:	-
Skills:	Crystalizer, ATK 40

Dragon-like creatures with red gems for eyes. Social animals, the Voivre live and attack in groups. A tough foe made even more difficult by the fact it can steal Hit Points from its foes.

SHOP STATISTICS

Price:	-G
Sell:	3600G
Copy:	3600 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Fire
Type:	Helper
Level:	****
Stones Req.:	x3
HP:	24
DEF:	1
Lifespan:	288
Uniq. Skl.:	-
Skills:	Flame Thrower, ATK 27

A Trap creature that waits in the ground for an enemy to approach before shooting flames out of its mouth. Although somewhat limited in focus, this is a devastating weapon.

ENEMY STATISTICS

Attribute:	Fire
Type:	Enemy
HP:	24
DEF:	1
Uniq. Skl.:	-
Skills:	Flame Thrower, ATK 27

A monster that lives in the ground. When approached, it rumbles out of the ground and attacks with its fiery breath. Long distance attacks are recommended against this creature.

SHOP STATISTICS

Price:	-G
Sell:	320G
Copy:	11000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Water
Type:	Weapon
Level:	****
Stones Req.:	x3
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Blizzard, ATK 25

A Weapon type creature that expels a wave of sub-zero breath in a forward arc. Although it covers a wide area, its hitting power is relatively low.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	24
DEF:	1
Uniq. Skl.:	-
Skills:	Blizzard, ATK 27

A monster that lives in the ground. When approached, it rumbles out of the ground and attacks with its ice breath. Long distance attacks are recommended against this creature.

SHOP STATISTICS

Price:	G
Sell:	320G
Copy:	11000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Earth
Type:	Weapon
Level:	****
Stones Req.:	x3
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Mud Ball, ATK 27

A Weapon type creature that hurls boulders in the direction the player is facing. An easy-to-use card with no particular weaknesses.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	24
DEF:	1
Uniq. Skl.:	-
Skills:	Land Mine, ATK 27

A monster that lives in the ground. When approached, it rumbles out of the ground and spews massive boulders. Long distance attacks are recommended against this creature.

SHOP STATISTICS

Price:	G
Sell:	320G
Copy:	11000 EXP
Upgrade:	None



CARD STATISTICS

Attribute:	Wood
Type:	Summons
Level:	*****
Stones Req.:	x16
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skl.:	-
Skills:	Thunder Breath, ATK 60 Walls of Blood, ATK 30

A 7-headed dragon that thrives on the sacrifice of other friendly creatures. The more that die for her, the more powerful she will be. She is capable of killing Mech monsters with one blow.

ENEMY STATISTICS

Attribute:	Wood
Type:	Enemy
HP:	400
DEF:	12
Uniq. Skl.:	-
Skills:	Thunder Breath, ATK 50 Walls of Blood, ATK 30

A legendary dragon with seven heads known as the Queen of Lightning. To challenge Ryuhi is to gamble on one's own life.

SHOP STATISTICS
(CANNOT BE MODIFIED)

Price:	-G
Sell:	-G
Copy:	- EXP
Upgrade:	None

CARD STATISTICS

Attribute:	Earth
Type:	Weapon
Level:	*****
Stones Req.:	x10
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skil.:	-
Skills:	Unrivaled Glory, ATK 52

A Weapon type creature that wields a sword capable of delivering instant death. When facing another RuneStone master, a hit will result in your opponent's top four cards dropping to use status.

ENEMY STATISTICS

Attribute:	Earth
Type:	Enemy
HP:	300
DEF:	10
Uniq. Skil.:	-
Skills:	Lightning Blades, ATK 38 Body Cleaver, ATK 50

A powerful warrior sealed into a card while still alive. Ever in search of battle, he stalks the ruins of Sheshea Castle. His whirling blade brings death to all but the most powerful foes.

SHOP STATISTICS
(CANNOT BE MODIFIED)

Price:	-G
Sell:	-G
Copy:	-EXP
Upgrade:	None



No.222 DEMON SWORDSMAN

CARD STATISTICS

Attribute:	Water
Type:	Independent
Level:	*****
Stones Req.:	x18
HP:	216
DEF:	18
Lifespan:	216
Uniq. Skil.:	-
Skills:	Power Slash, ATK 42

The king of the Skeleton race, created out of beautiful crystal. Its defense is second to none. It can easily shrug off the attacks of lesser creatures.

ENEMY STATISTICS

Attribute:	Water
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skil.:	-
Skills:	None

The beautiful crystalline structure of this monster belies the fearsome power of this skeleton king. Does not appear as an enemy monster.

SHOP STATISTICS
(CANNOT BE MODIFIED)

Price:	-G
Sell:	-G
Copy:	-EXP
Upgrade:	None



No.223 ICE SKELETON

CARD STATISTICS

Attribute:	Mech
Type:	Summons
Level:	*****
Stones Req.:	x12
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skil.:	-
Skills:	Final Decree, SPECIAL ATK

A Summons card with four different weapons. Unfortunately, you never know which one will appear, and not all are user-friendly. Relatively low magic consumption.

ENEMY STATISTICS

Attribute:	Mech
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skil.:	-
Skills:	None

A Mech creature created by the Kenderia that consists of four globes. Does not appear as an enemy monster, but is a favored card of King Lead VIII.

SHOP STATISTICS
(CANNOT BE MODIFIED)

Price:	-G
Sell:	-G
Copy:	-EXP
Upgrade:	None



No.224 SACRED EMPIRE

CARD STATISTICS

Attribute:	Neutral
Type:	Summons
Level:	*****
Stones Req.:	x10
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skil.:	-
Skills:	Imperial Blade, ATK 68 Dragon Knots, ATK 50

The Imperial Blade attack eliminates one of the four main attributes. All creatures and cards of the chosen attribute will be sacrificed, friend and foe alike. Dragon Knots will capture any enemy creature. The new card will then take the Emperor card's place in your deck.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	400
DEF:	25
Uniq. Skil.:	-
Skills:	Imperial Blade, ATK 60 Shoalin Glory, ATK 50

A legendary figure said to be the ruler of the Four Sacred States. It is believed he can pick one of the four attributes, and wipe out all cards possessing the doomed attribute.

SHOP STATISTICS
(CANNOT BE MODIFIED)

Price:	-G
Sell:	-G
Copy:	-EXP
Upgrade:	None



No.225 EMPEROR

CARD STATISTICS

Attribute:	Neutral
Type:	Helper
Level:	-
Stones Req.:	x0
HP:	-
DEF:	-
Lifespan:	-
Uniq. Skil.:	-
Skills:	Capture Card, ATK 10

When thrown, this card will cause very minor damage. If the damage done is enough to finish off the enemy, that enemy will be sealed into a card. Hold down the assigned button to sum the card.

ENEMY STATISTICS

Attribute:	Neutral
Type:	Enemy
HP:	-
DEF:	-
Uniq. Skil.:	-
Skills:	None

A card to capture enemies with. Does not appear as an enemy monster.

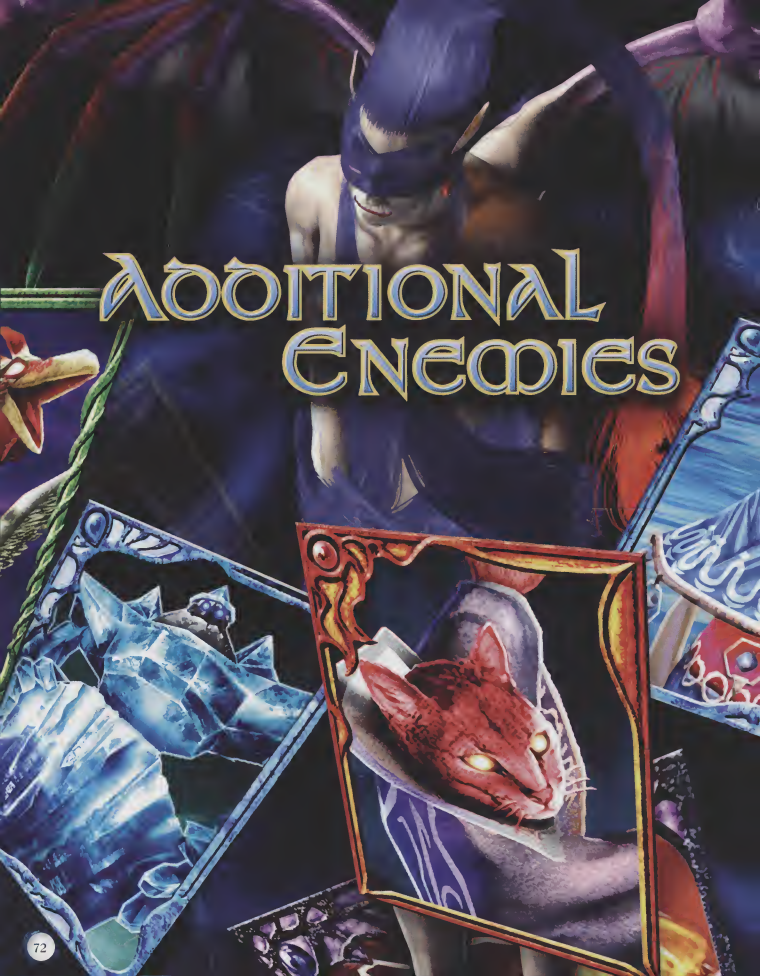
SHOP STATISTICS
(CANNOT BE MODIFIED)

Price:	*
Sell:	-G
Copy:	-EXP
Upgrade:	None

* Purchase from rogue in Kadishu, increasing prices.



No.226 CAPTURE CARD



ADDITIONAL ENEMIES

COMBOS

Chapter 5

ADDITIONAL ENEMIES

The enemies described in this chapter are different from the ones in Chapter 4, in that they don't appear as cards and cannot be captured as cards. Most of these foes appear as boss enemies, and their statistics are mirrored in Chapter 7, "Missions." This section goes more in-depth on each foe, specifying immunities and weaknesses that you might use to your advantage when confronting these strong opponents.

KENDARIE SOLDIER

Status		Immunity	
Stage(s):	Rhashea High Road—Scorpion Hunt	Poison	30%
HP:	92	Paralysis	30%
DEF:	10	Curse	100%
EXP:	108	Charm	100%
Magic Stone:	12	Stone	30%
Skills:	Swing, ATK 13	Sleep	100%
		Instant Death	0%
		Electric Shock	100%

KENDARIE CARD MASTER (1)

Status		Immunity	
Stage(s):	Kendarie Fortress, Sacred Battle Arena 1 (2nd mission), Plains of Rowahl	Poison	50%
HP:	70	Paralysis	50%
DEF:	10	Curse	100%
ATK:	18	Charm	100%
EXP:	140	Stone	50%
Magic Stone:	20	Sleep	100%
Cards Used:	Dark Raven, Aggressor GL2	Instant Death	100%
		Electric Shock	100%

KENDARIE CARD MASTER (2)

Status		Immunity	
Stage(s):	Kendarie Fortress	Poison	50%
HP:	70	Paralysis	50%
DEF:	10	Curse	100%
ATK:	18	Charm	100%
EXP:	140	Stone	50%
Magic Stone:	20	Sleep	100%
Cards Used:	Giant Crab, Dark Raven, Blood Bush, Aggressor GL2, AcidBot	Instant Death	100%
		Electric Shock	100

UNKNOWN MAN (1)

Status		Immunity	
Stage(s):	Ruldo Forest	Poison	50%
HP:	120	Paralysis	50%
DEF:	10	Curse	50%
ATK:	-	Charm	100%
EXP:	100	Stone	70%
Magic Stone:	50	Sleep	100%
Cards Used:	Skeleton, Lizardman, Carbuncle, Dark Raven, Dragon Knight	Instant Death	100%
		Electric Shock	100%

UNKNOWN MAN (2)

Status		Immunity	
Stage(s):	Fossil Boneyard	Poison	50%
HP:	150	Paralysis	50%
DEF:	10	Curse	50%
ATK:	-	Charm	100%
EXP:	380	Stone	70%
Magic Stone:	24	Sleep	100%
Cards Used:	Dragonoid, Bum Hagan, Carbuncle	Instant Death	100%
		Electric Shock	100%

UNKNOWN MAN (3)

Status		Immunity	
Stage(s):	Plains of Rowahl	Poison	50%
HP:	160	Paralysis	50%
DEF:	10	Curse	50%
ATK:	-	Charm	100%
EXP:	380	Stone	70%
Magic Stone:	24	Sleep	100%
Cards Used:	Skeleton, Lizardman, Carbuncle, Dark Raven, Dragon Knight	Instant Death	100%
		Electric Shock	100%

UNKNOWN MAN (4)

Status		Immunity	
Stage(s):	Sacred Battle Arena 1	Poison	50%
HP:	160	Paralysis	50%
DEF:	10	Curse	50%
ATK:	-	Charm	100%
EXP:	380	Stone	70%
Magic Stone:	24	Sleep	100%
Cards Used:	Sasquatch, Lycanthrope, Scythe Beast, Jade Giant, Dark Elf, Phooka	Instant Death	100%
		Electric Shock	100%

UNKNOWN MAN (5)

Status		Immunity	
Stage(s):	Gromtull Desert	Poison	100%
HP:	180	Paralysis	0%
DEF:	11	Curse	0%
ATK:	-	Charm	100%
EXP:	450	Stone	100%
Magic Stone:	22	Sleep	100%
Cards Used:	Red Lizard, Hobgoblin, Sand Worm, Carbuncle, Dragon Knight	Instant Death	100%
		Electric Shock	100%

UNKNOWN MAN (6)

Status		Immunity	
Stage(s):	Nobleman's Residence	Poison	50%
HP:	110	Paralysis	100%
DEF:	11	Curse	100%
ATK:	-	Charm	100%
EXP:	630	Stone	100%
Magic Stone:	24	Sleep	100%
Cards Used:	Devil Plant, Succubus, Carbuncle, Flying Ray, Dark Elf	Instant Death	100%
		Electric Shock	100%

UNKNOWN MAN (7)

Status		Immunity	
Stage(s):	Isamat Urbur	Poison	100%
HP:	220	Paralysis	80%
DEF:	13	Curse	100%
ATK:	-	Charm	100%
EXP:	800	Stone	50%
Magic Stone:	25	Sleep	100%
Cards Used:	Vampire, Demon Skeleton, Pixie, Berserk Master, Charadrius	Instant Death	100%
		Electric Shock	100%

LEOD VIII

Status		Immunity	
Stage(s):	Royal Tower, Middle; Sacred Battle Arena 2	Poison	100%
HP:	220	Paralysis	100%
DEF:	8	Curse	100%
ATK:	-	Charm	100%
EXP:	800	Stone	50%
Magic Stone:	24	Sleep	100%
Cards Used:	Archer Tree, UberBomberBot, Aggressor DXS, TriBlaster, AstroBot, AcidBot, Sacred Umpire	Instant Death	100%
		Electric Shock	100%

HELENA

Status		Immunity	
Stage(s):	Sacred Battle Arena 2	Poison	100%
HP:	260	Paralysis	100%
DEF:	10	Curse	100%
ATK:	-	Charm	100%
EXP:	800	Stone	100%
Magic Stone:	25	Sleep	100%
Cards Used:	Sasquatch, Lich, Demon Hound, Stone Head, Ice Skeleton	Instant Death	100%
		Electric Shock	100%

THALNOS

Status		Immunity	
Stage(s):	Sacred Battle Arena 2	Poison	100%
HP:	260	Paralysis	100%
DEF:	17	Curse	100%
ATK:	-	Charm	100%
EXP:	1200	Stone	100%
Magic Stone:	28	Sleep	100%
Cards Used:	Elephant King, Necromancer, Great Demon, Steel Skeleton, Demon Lord	Instant Death	100%
		Electric Shock	100%

KATIA

Status		Immunity	
Stage(s):	Sacred Battle Arena 2	Poison	100%
HP:	300	Paralysis	100%
DEF:	18	Curse	100%
ATK:	-	Charm	100%
EXP:	1600	Stone	100%
Magic Stone:	30	Sleep	100%
Cards Used:	Sphinx, Whip Worm, Steel Skeleton, Doppelganger, Demon Swordsman	Instant Death	100%*
		Electric Shock	100%

Body of The God 1

Status		Immunity	
Stage(s):	Runestone Caverns, Lower Chambers	Poison	100%
HP:	190	Paralysis	100%
DEF:	7	Curse	100%
EXP:	800	Charm	100%
Magic Stone:	10	Stone	100%
Skills:	Drain Breath, ATK 15 Big Thump, ATK 30	Sleep	100%
		Instant Death	100%*
		Electric Shock	100%

Body of The God 2

Status		Immunity	
Stage(s):	Royal Tower, Upper	Poison	100%
HP:	700	Paralysis	100%
DEF:	12	Curse	100%
EXP:	0	Charm	100%
Magic Stone:	0	Stone	100%
Skills:	Drain Ball, ATK 30 Drain Breath, ATK 40 Laser Beam, ATK 50	Sleep	100%
		Instant Death	100%*
		Electric Shock	100%

“VINES” of Body of The God

Status		IMMUNITY	
Stage(s):	Royal Tower, Upper	Poison	100%
HP:	50	Paralysis	100%
DEF:	5	Curse	100%
EXP:	0	Charm	100%
Magic Stone:	0	Stone	100%
Skills:	Peck, ATK 38 Lash, ATK 28	Sleep	100%
		Instant Death	100%*
		Electric Shock	100%

* Katia, Body of the God, and “Vines” are immune to the effects of the Doppelganger card.

Chapter 6

COMBOS

By activating the Z-Effect on certain cards, you can create combos. Combos have a variety of effects, ranging from devastating attacks to ultimate healing spells.

MAKING A COMBO

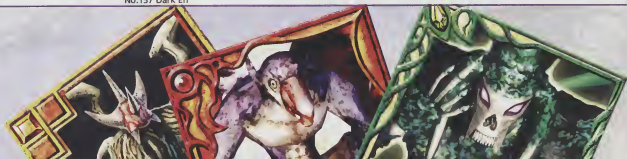
All cards required for the combo must be in the active hand at the same time. Highlight all the cards in the combo simultaneously, using the **Z Button** plus the **A, B, X, and Y** of the corresponding cards. When all the required cards are marked with blue frames, the selections change to red. This indicates that the combo is prepared. Once you've assembled a combo, you can perform it by using one of the cards.

COMBO IDENTIFICATION

After you identify a combo, it appears on the Combo list in the Status menu. Combos can be added to your list through experimentation, or when Red Fairies whisper them in the ear of your character. You can get a jump on your Combo list by creating all the combos yourself, as identified in the following table. Combos are listed according to their order in the Combo list.

Combo Name	Card Required	MP Used	Description
Triple Hagan	No.171 Storm Hagan No.172 Rock Hagan No.173 Bum Hagan	6	Combo attack using three giants. A giant is tossed into the air, only to dive down upon his foes and explode like a bomb.
Ultimate Pasta	No.003 Red Dragon No.115 Green Dragon No.143 Brine Dragon No.160 Amber Dragon	16	A summons combo using four types of dragons. Nearby enemies are frozen, squeezed, pierced, and finally roasted.
Rotary Death	No.102 Decoy Pillar No.026 Carbuncle	6	A Carbuncle races around a Decoy Pillar, attacking one enemy after another.
Lizard War	No.004 Lizardman No.007 Red Lizard No.039 Basilisk No.071 Venom Lizard	5	Lizardman and his closer relatives show off their prowess with the sword.
Rocky Forecast	No.060 Stone Head (x3)	8	Innumerable meteors rain down from the heavens.
Sir Spear-A-Lot	No.002 Ghost Armor No.101 Chaos Knight	7	Lightning spear attack against any and all foes in the vicinity.
Temper Tantrum	No.030 Fire Golem No.097 Ice Golem	7	Rustles up a storm of fire and ice that will damage enemies across a very wide swath of territory.
Goblin Guts	No.009 Hobgoblin No.077 Goblin Lord	4	Two goblins team up to pound your foes.
Lethal Orbit	No.026 Carbuncle No.065 Juggernaut No.091 Whip Worm	8	Three spinning creatures take up positions around you. They are more powerful together than when used singly.
Crystal Rage	No.063 Dragon Knight (x2) No.052 Crystal Rose	5	Two Dragon Knights and a Crystal Rose team up and go on the attack. Results in a charm effect in victims.
Mandragora Mixer	No.005 Mandragora No.050 King Mandragora No.125 Mandra Dancer	4	Causes damage to all enemies within a wide range, regardless of their defensive ability.
Rust and Roll	No.188 Acid Dragon No.193 Pixie	5	While the Pixie and the Acid Dragon are in play, all mechanical creatures shed Hit Points at a rapid rate.
EconoMagic	No.072 Tiger Mage No.151 Panther Mage	12	While this is in effect, you use Magic Stones at 1/4 the normal rate. In Vs. Mode, your foe will need four times as much magic as normal.
Just Visiting	No.105 Doppelganger (x2)	20	Brings you back to life if you're killed. Can be used once only.
Djinn and Bear It	No.062 Efreet No.131 Dao No.134 Marid	6	Deadly combo attack featuring an Efreet, a Dao, and a Marid.
Triple Kamikaze	No.036 Flying Ray No.053 Dark Raven (x2)	3	Three flying creatures take formation and then dive headfirst into your enemies.
One Way Ticket	No.113 Valkyrie No.185 Thanatos	10	Causes all friendly creatures to self-destruct, and then applies an equal amount of damage to enemy monsters.

Combo Name	Card Required	MP Used	Description
The Masters Four	No.024 Fenril No.038 Behemoth No.064 Demon Fox No.097 Ice Golem	20	The four sacred beasts are summoned to punish Fire, Water, Earth, and Wood creatures.
The Big Save	No.045 Great Turtle No.069 Blue Dragon No.081 Golden Phoenix No.083 White Tiger	24	A Summons combo that restores full health and all your cards. Previously used cards return to your hand, smashing into foes on the way.
Brutal Nightmare	No.111 Succubus No.112 Incubus	8	Puts a charm spell on all nearby enemies, and takes half of their Hit Points.
Phantom Bulldozer	No.017 Wraith No.025 Lich No.149 Sekmet	9	Applies ice and flame damage to a wide area in front of your character.
Living Large	No.205 Phoenix No.081 Golden Phoenix	22	Makes Tara and all friendly creatures invulnerable to damage, while gradually restoring their Hit Points.
Elemental Victory	No.056 Dryad No.070 Gnome No.090 Undine No.075 Salamander	8	Gradually reduces the Hit Points of Neutral and Mech creatures for as long as they're on the battlefield.
Skullapalooza	No.001 Skeleton No.223 Ice Skeleton No.093 Demon Skeleton No.100 Steel Skeleton	22	Skeleton types gather around an Ice Skeleton and then launch a continuous attack on the enemy.
Stone Cold Sniper	No.145 Stone Golem No.059 Archer Tree (x2)	7	A transformation combo. Two Archer Trees jump up on a Stone Golem, giving them greater shooting range.
Mega Tremor	No.103 Elephant King No.006 Elephant	9	A powerful earthquake created by the enraged stomping of a Mutant Elephant.
Time Out!	No.031 Running Bird No.046 Gold Butterfly	21	An extremely unusual combo that freezes all enemy monsters dead in their tracks.
Hell Hole	No.170 Gravity Pillar No.105 Doppelganger	12	Opens the Well of Hades at the foot of a Gravity Pillar. Destroys any enemies that are sucked in.
Spiritual Force	No.106 Earth Elemental No.107 Water Elemental No.108 Fire Elemental No.109 Wood Elemental	12	Takes half the Hit Points of every Fire, Wood, Water, and Earth creature.
Air Raid	No.048 Treant No.053 Dark Raven (x2)	3	Using a Treant as their home base, two Dark Ravens fly around pecking at your foes.
Tech Support!	No.141 Acid Cloud No.046 Gold Butterfly	6	Causes all mechanical creatures, friend and foe alike, to stop working for as long as it's in effect.
Song of Hades	No.074 Siren No.117 Mermaid	5	The horrible anthem of the Netherworld. Causes both poison and normal damage.
Hearing Aid	No.086 Sphinx No.014 Mummy (x2)	8	Creates a hypersonic wave that travels forward in a wide path, damaging all monsters it hits.
Uber Vampire Root	No.020 Vampire Bush (x2)	4	Creates a Vampire Bush of unusual size. The giant bush sucks HP from enemies at a high rate, and gives them to you.
Mo Better Moray	No.218 Fire Moray No.219 Water Moray No.220 Earth Moray	5	Three Morays intertwine, sending up flames as they circle about.
Prayer of the Wise	No.049 Sea Monk No.096 Mind Flayer	15	A Summons combo that boosts the number of cards returned to your deck. You get back 15 used cards for the price of two.
Hawking the Action	No.018 Orc (x4)	3	Combo attack by four Orcs. If all four of them hit, they can inflict a great deal of damage.
Stone All Around	No.015 Cockatrice (x2)	4	Two Cockatrices spin around together, turning nearby enemy creatures to stone.
Tender Mercy	No.082 Rheebus No.019 Fairy	5	A healing combo using the power of two healing creatures. The degree of healing is significant.
Green Guardian	No.135 Elf No.136 Elf Lord No.137 Dark Elf	8	While active, this attacks enemies and gradually restores the Hit Points of all friendly creatures.



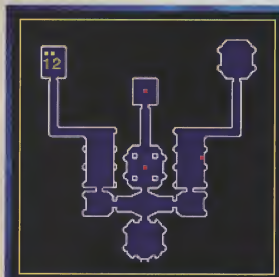
MISSIONS



Side Quests

Chapter 7: Missions

Nobleman's Residence



● Red Fairies ● Treasure Chest

Mission Objective: Nobleman's Residence

Tara Grimface is accompanying the Band of the Scorpion as they burgle the empty residence of a wealthy noble. Creatures have mysteriously assumed residence in the dark mansion, and Tara must deal with them head-on. Using her Runestone and her deadly deck of cards, Tara must lead her fellow thieves to the exit. However, a deadly guard dog is waiting...

Map Legend

- | | |
|----|-----------------|
| 1. | No.123 Porcupig |
| 2. | No.012 Man Tra |

Enemy Affinities*

Fire	38%
Water	20%
Earth	0%
Wood	0%
Neutral	42%
Mech	0%

*Use these percentages to edit the deck before each mission and start off with the right cards to combat the monsters you encounter.

The Red Fairy Hunt

The red dots marked on each map are the general locations of Red Fairies. The walkthrough may or may not mention each of these creatures, but the maps provided in this guide point out the locations of all 100! Find Red Fairies and take them to Jarvi's House in Kadishu, in exchange for rare cards!

The Lower Chamber

From Tara's starting position, turn around and run down the stairs on the left. Move toward the door at the bottom until a "!" icon appears above Tara's head. Then press the A Button and she will open the door.



Searching Cautiously

Don't press the A Button to open a door, speak to a person, or examine the environment until the "!" mark clearly appears over Tara's head. Otherwise, you'll waste your A Button card!

Starter Deck

Tara begins the game with the following cards:

- No.004 Lizardman(4)
- No.009 Hobgoblin(3)
- No.012 Man Trap(3)
- No.019 Fairy(1)
- No.063 Dragon Knight(1)

BREAKABLES AND CHESTS

Inside the chamber, you can speak to the other bandits waiting here.

However, don't believe them when they say the room is clear. Continue to the back of the

room, and use a Weapon card to destroy the crates behind the bookshelf. The Lizardman card is the best Weapon card to use for destroying environmental objects, since it can be used many times before all of its charges are depleted. Open the two red chests behind the bookcase to find a No.053 Dark Raven card and a No.078 Seythe Beast card.



Deck Shuffling

If a Lizardman card or Weapon card is not present in your deck, hold down the R Button and press the A, B, X, or Y Buttons to discard the cards in your hand. Discarded cards return to the bottom of the deck and can be used later in the mission. Keep shuffling cards until a Lizardman card falls into your hand on the lower-right side of the screen, and then you can easily knock aside several crates with one attack.

STANDING BANDITS



Return up the stairs to the starting point, and then into the foyer. Several bandits wait near the door, all of them too chicken to proceed without Tara. To the right of the double doors stands Sol, a new member of the Band of the Scorpion. Speak to these people if you want, and then open the tall double doors.

Speak to the Fellow Bandit standing to the right of the next set of doors. The second choice in his dialogue triggers a short description of how to use cards in combat. When you're ready to fight, open the small double doors and engage the enemies within.



Collect Blue Fairies

Small blue flying creatures frequently appear in the small room between the foyer and the corridor. Run after these Blue Fairies and try to touch them. When you capture a Blue Fairy, it might restore HP or Magic Points, or it might even restore the charges in a used card and return it to your deck! Unfortunately, Blue Fairies often wander toward enemy locations, so be careful!

CARD COMBAT



A Beaker and a Dark Raven in the corridor provide Tara with a challenging first fight. Press the A, B, X, or Y Buttons to throw the cards in your hand. Unleash Independent creatures, such as Man Traps, but be sure to save the Dragon Knight card for your next encounter. Try to keep a Lizardman card handy, just in case one of the enemies wanders too close to Tara.

As Independent creatures attack the monsters in the corridor, run behind the enemies and collect the Magic Stones they drop when damaged. Magic Stones replenish Magic Points first, allowing you to throw more cards without penalties. If Tara's Magic Points are full, the extra points are converted to gold, and the new amount of money is displayed under the status bar in the upper-left corner of the screen.



Calling Back Creatures

If the enemy creatures are defeated and an Independent or Helper creature remains onscreen, you can send the creature away by discarding it from your hand. Independent creatures with partial charges return to the bottom of the deck, but at least they can be used again in the mission. Never allow an Independent creature to become used up when no enemies are onscreen!

BOSS ENEMIES

Only one door in the corridor is open, besides the one where you entered. As you head through the doors into the small room toward the exit, a canine creature appears and attacks. This monster is swifter and more fierce than the ones you've encountered previously. Most missions culminate in such an encounter, called a *boss fight*. During boss fights, you should use cards less conservatively and unleash the power of your strongest cards.

BOSS FIGHT

HELL HOUND

Attribute:	Fire
HP:	64
DEF:	6
Uniq. Skl:	-
Skills:	Hell Flames, ATK 22, Hound Kick, ATK 36

The swift ferocity of the Hell Hound is matched only by the power of its attacks. Tara must avoid damage from the monster at all costs, even if it means losing the opportunity to collect a few Magic Stones. Since the affinity of the monster is fire, Man Traps will be weak against its attacks. The giant plant creatures are great for Tara to hide behind, but in order to do any real damage, you should throw Hobgoblin cards. Their fire affinity makes them at least evenly matched with the Hell Hound.



Box in the Hell Hound by throwing several Hobgoblin cards at the same time. As the battle ensues, move Tara around the outside of the circle and try to pick up Magic Stones. Keep your eyes open for Blue Fairies that might appear in the room, since they replenish HP and possibly cards. As always, keep a Weapon card, such as Lizardman handy, in case the Hell Hound leaps too close to Tara. Using a Weapon card with the right timing might cause an enemy creature to abort an attack.



If you get in trouble, summon some Independent creatures to keep the Hell Hound busy. Retreat to the previous corridor, use the Fairy card, and bask in her healing glow for a few minutes. However, this foe isn't too troublesome, so your Hobgoblins shouldn't have any problems.

MISSION END

The mission ends shortly after the Hell Hound is defeated. After each mission, your performance determines a rating. The Mission Results screen shows the number of monsters you've defeated, the HP of damage you've suffered, and the number of cards you've used.



The number of stars you're awarded also determines the number of bonus cards you can draw at the end of the mission. The maximum is three cards. A rating of zero stars means you cannot draw bonus cards. Six cards appear face-down, and you can mark up to three of them. After you confirm your selection, the cards you've marked are revealed and added to the deck.

Available Cards

No.019 Fairy
No.063 Dark Raven
No.213 Beaker



Your final rating is a combination of factors. The highest result is three stars, and the lowest is zero stars.

Better Mission Results

The main factor in determining your rating is the amount of damage you've suffered during the mission. If Tara's HP is lowered significantly, a one- or two-star rating is more likely. If you're taking a lot of damage during the mission, you should consider using the Abort command (press START/PAUSE). With your knowledge of the area's layout and your experience with the creatures you've encountered, you can clear a mission much more easily a second time through, taking less damage. Once a mission ends, there's no second chance!

REASONS TO RETURN

Many of the enemy-infested stages of the game contain areas that are inaccessible during the initial mission. Such areas provide "reasons to return" to the stage later, when you have certain cards or items in your possession. At the end of each mission in this book, you'll find a section like this that covers the extra areas and items in each level. These should help clear up any confusion regarding unreachable items or areas as you navigate each stage.

Reasons to Return: Nobleman's Residence

A second mission occurs in this area. Obtain the Mysterious Key from Gurd in Sacred Battle Arena 1. The Mysterious Key can unlock the two doors in the central corridor. The eastern passageway leads downstairs to a room where an Unknown Man waits. Defeat him in card combat to get his Runestone.

Next, enter the center door from the middle corridor. This path eventually leads upstairs to a room with a stone table. The map on the table shows the location of Isamat Urbur. The Isamat Urbur stage appears on the World Map.



Deck Edit Between Missions

After each mission, you return to the World Map screen. New areas that you've unlocked appear, and you can view the affinity ratios of these areas before entering. Use this information to edit your deck so that you have the right cards to suit the occasion. As the game progresses, you'll find that there's no reason to take cards into a mission if they're weak against the types of enemies that reside there. Also, be sure to add any newly acquired cards to your deck before proceeding, and save your progress to a memory card after every mission.



Bhashea High Road



Mission Objective: Bhashea High Road

After a hard night of raiding and pilfering, the Band of the Scorpion is ready for a little rest and relaxation. Tara is free to wander to the nearby town of Kadishu, but she'll have to travel alone, on foot. Wandering creatures stalk the High Road, so be ready to learn more about mastering cards in order to defeat some tough monsters.

Map Legend

1.	No.123 Porcupig
2.	No.012 Man Trap
3.	No.007 Red Lizard
4.	No.124 Golden Porcupig
5.	No.219 Water Moray

Enemy Affinities

Fire	0%
Water	0%
Earth	24%
Wood	55%
Neutral	12%
Mech	9%

● Red Fairies ● Treasure Chest

TUTORIAL LEVEL

As you proceed through the Bhashea High Road area, several messages will pop up. The entire mission is tutorial in nature, and the messages divulge helpful clues regarding the use of cards, features of the environment, and other systems of the game.

Move forward into the wide clearing to speak with your Fellow Bandits and Victor, their leader. To Victor's left is a chest containing a No.123 Porcupig card.

CARD TOSS CHALLENGE



Behind a large rock, directly across from Victor's location, is a narrow path that leads down to a ledge hanging over the river. Speak to the Fellow Bandit waiting there, and accept his challenge to toss a card over the gap to the opposite side of the water.

Discard cards from your active hand until an Independent card is ready, then position Tara as close to the bank as possible and make sure she's facing across the gap. Press and hold the button of the card you want to throw, and continue holding the button until the card is clearly hovering over the opposite embankment.

If you manage to toss a card onto the embankment near the treasure chest, speak to the Fellow Bandit who challenged you and obtain a very useful No.006 Elephant card.

Afterward, remember to call back the Independent creature by discarding the active card from your hand.



By holding the throw button on an Independent card, you lengthen the range the card travels before it springs into action.

CORNERED ON THE BRIDGE

Continue along the High Road, defeating Man Traps with Lizardman cards and defeating Poreupigs with Man Traps of your own. Avoid using any Fire creature cards, and save them for the end of the mission. Across a stone bridge is a Fellow Bandit who knows a rumor about the nearby castle. Man Trap enemies appear repeatedly and frequently near the broken bridge, just past the Fellow Bandit. This is a good place to gain plenty of EXP for card improvements and to level up Tara. However, Tara can be cornered easily at this dead end, so don't overdo it!

Continue north from the bridge through a narrow path, and head to the right at the next clearing to find a Fellow Bandit standing by the rail. Open the chest next to your comrade to obtain a No.012 Man Trap card.

DECK POINT



Hang onto a few colorless cards you want to use again, since Blue Fairies might restore them.

Keep moving along the road until you reach Sol, who's standing near a road sign. Enter the area directly across from Sol to find a chest containing a No.007 Red Lizard card. Beyond the chest is the deck point. A full tutorial explains the usage of the deck point, much like in Chapter 3 of this guide, "Game Basics and Card Mastery." Be certain to use the deck point and add all the newly acquired cards to your deck. Only 30 cards can be in the deck at a time, so remove some used cards to make room.

If you want to plan well and fully prepare for any boss encounter, read the boss strategy to find out what kind of cards to use. When you're prepared, move northwest into the area past Sol to confront the bosses.

BOSS FIGHT

STORM HAGAN (x2)

Attribute:	Wood
HP:	72
DEF:	5
Uniq. Skl:	-
Skills:	Heat Storm, ATK 25 Mad Storm, ATK 20

The struggle against these two massive ogres is made slightly easier by the tutorial that occurs beforehand. Before approaching the roving monsters, shuffle your cards so that a few Hobgoblins are in your active hand, and possibly a Dark Raven or two.



If you can manage it, a little hesitation should allow one Storm Hagan to wander to the western side of the clearing so that you can isolate each monster and deal with them one at a time. Throw a few Hobgoblins toward the Storm Hagan, and be sure to keep moving. A Storm Hagan can fling its massive axe at Tara, boomerang-style. The giant also runs quite a bit faster than you might imagine and can quickly overtake Tara. If an attack seems imminent, use a Dark Raven card to throw it off and get away. The best method to evade any foe is to run directly past it, to its left or right. Running straight away from a foe is *not* a good idea.

If you defeat one Storm Hagan and some of your Hobgoblins are still active, quickly lead them to the other monster. If the end of the battle is drawing near and you have a lot of Magic Points, don't hesitate to use the Dragon Knight card to cut this encounter short.

Available Cards

No.012 Man Trap
No.123 Porcupig
No.171 Storm Hagan

Reasons to Return: Bhashea High Road

After you enter the town of Kadishu, another mission will occur in this location. You'll find details about this mission later in this chapter.

Obtain some type of Transform card that enables Tara to jump, such as the Hell Hound card, then return to the Bhashea High Road. Navigate back to the area by the river where the thief challenged Tara to toss a card across, and jump over the gap to the chest on the other side. It contains a No.124 Golden Porcupig card.

A third hidden mission takes place here. Cross the stone bridge, and use the Hell Hound card to hop across the gap in the broken bridge. Then follow the short path to a Red Fairy, a closed gate, and a Lightning Circle on the ground. Throw a stationary Helper card, such as Myconid or Mandragora, onto the Lightning Circle to hold open the gate so that you can enter.

Defeat the Man Traps and another Storm Hagan. Across from the second gate is another Lightning Circle, atop a column across a gap. Throw another Trap card across the gap onto the Lightning Circle to open the gate. You must then fight a Man Trap, a Storm Hagan, and a Chaos Knight. Focus on the green giant before engaging the Chaos Knight. When you defeat the enemies, the mission ends and the Bhashea Castle stage becomes available on the World Map.



Return to Bhashea High Road after obtaining a Transform type card that enables flight, such as a Birdman card. Fly from the embankment near the lake edge, just east of the stone bridge. Atop a column that's poking out of the waters is a chest containing a No.219 Water Moray card.

Kadishu



Mission Objective: Kadishu

With the hard lessons from the Bhashea High Road under your belt, it's finally time for a short break. Kadishu, like any other peaceful town, is free of enemy monsters. Put your cards away and speak to everyone in town to learn more about the land of Argwyll. You'll gain some valuable information and open two new missions on the World Map. After Tara deals with some harsh childhood memories, be sure to stop by the first Card Shop and speak to the man standing near the top exit from town.

Map Legend

1.	No.172 Rock Hagan
2.	No.037 Demon Hound
3.	No.055 Dragonoid
4.	No.027 Flayer Sawm
5.	200 Magic Stones
6.	No.037 Demon Hound
A.	Garbage, First Set
B.	Garbage, Second Set
C.	Garbage, Third Set

Enemy Affinities

Fire	0%
Water	0%
Earth	0%
Wood	15%
Neutral	20%
Mech	65%

● Red Fairies ● Treasure Chest

A TOWN FULL OF TREASURES

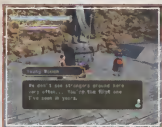
Before navigating through the entrance in the town wall, run east along the outside of the wall to the point where it meets the cliff wall. Open the chest tucked in this corner to find a No.172 Rock Hagan card.



Inside town, there are plenty of places to explore and several ways to go about it. Find treasure chests and other items scattered around town, using the maps provided above.



The Importance of Conversations



Learn more about Argwyll and the recent actions of the Kendarie by speaking to all the people in town. Some townsfolk have more than one piece of dialog, so be sure to speak to everyone at least twice.

Speak to the woman standing near the west exit from town. She mentions something about Jarvi's House and the young scholar being in the desert.

This conversation opens the Gromtull Desert mission, described in Chapter 8 of this guide, "Side Quest Missions."



Head along the inside of the town wall toward the east end once again. Near the two men is a Red Fairy.

JANITOR DUTIES

Three pieces of garbage are located near the town fountain, where the two children are playing. Pick up all the trash, and then examine the garbage can near the fountain three times to dump it all inside. The reward for your efforts is the No.118 Leprechaun card.



A man near the fountain offers to convert valuable cards into even better cards. Speak with him several times to see which cards he's looking for.



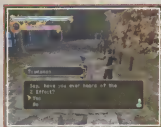
Several times throughout the game, the streets of Kadishu become cluttered again. Every time you return three pieces of garbage to the trash can, a rare card is the reward! Be sure to return to Kadishu after every couple of stages, and check to see if the pieces of garbage have reappeared. They never appear in the same location twice, so be sure to search the whole town carefully.

CAPTURE CARD DEALER

The rogue behind the fountain monument will sell Tara a No.226 Capture Card for 1000G. This card enables you to capture a creature. A Capture Card attack does very little damage itself, so first you must weaken the monster with other attacks. Even if you have enough gold to purchase the Capture Card at this time, save it until later in the game when the monsters are more valuable to capture.



ACTIVATE Z-EFFECT!



The Z-Effect can't be used until you speak with this man beside the road.

Continue along the stone road to the northwest, and speak to the man in the green shirt on the right side of the road. Choose the second option, and he tells you about the Z-Effect. Hereafter, you can activate the Z-Effect in combat by holding the Z Button and pressing the button of the card you want to Power Boost. A frame appears around the card. When you press the card's button again, the card is activated at twice its normal Magic Points and strength.



Check the well next to the information man to find a hidden Red Fairy.

THE CARD SHOP



Follow the main road under the stone bridge. After the brief flashback, enter the Card Shop on the other side of the bridge. Inside you can buy, sell, upgrade, and copy cards. Once you've visited the Card Shop, you can enter the shop directly from the World Map without having to visit Kadishu anymore.

Even if you've done very poorly up to this point, you should still be able to purchase a Skeleton card, a Ghoul card, and perhaps even an Ore or an Archer Tree card. All of these cards have great upgrades, but at a high cost in EXP. You should get started using these cards now, in order to reap the benefits later.



Be sure to check the Upgrades screen to see if any improvements are available for your current cards. If you've used the Lizardman card often, you should already be able to upgrade it.

As you progress further in the game, the shop list will change and new cards will become available for purchase. Cards that appear in a shop sometimes don't appear anywhere else, so buy cheap cards with confidence.

Kadishu Card Shop List 1

CARD	PRICE
No.053 Dark Raven	15G
No.001 Skeleton	30G
No.009 Hobgoblin	30G
No.047 Ghoul	75G
No.032 Giant Crab	120G
No.059 Archer Tree	120G
No.018 Orc	135G
No.056 Will O'Wisp	150G
No.019 Fairy	240G
No.049 Sea Monk	1460G



A Lizardman can be upgraded to good cards such as Red Lizard, Basilisk, Venom Lizard, or even Dragonoid, which is the first of the steps required to upgrade to the awesome dragon Summons cards!

The Queen's Memorial



This dog falls in love with Tara instantly. The faithful pet follows her everywhere in town!



The chest behind Katia's statue contains a No.037 Demon Hound card.

Exit the Card Shop and head up the stairs to the top of the bridge. Greet the Red Fairy on the way, and continue across the high ledge to another Red Fairy near the statue of Queen Katia (the main character from the previous game).

WORD OF WARNING

If you speak to the man standing near the exit from town, he tells you that Kendarie Warriors are hunting the Band of the Scorpion. You must return to the Bhashea High Road immediately to save your friends!



Reasons to Return: Kadishu

The Card Shop is a good place to visit before each new mission. After you've visited the Card Shop here, you can enter it directly from the World Map.

Make note of the cards that the man near the fountain is looking for. Return when you've acquired two or more of them. The young man will combine them into rare cards or add combos to your list.

When you've acquired 1000G, you can purchase a Capture Card from the man behind the statue near the town fountain. However, the toughest monsters don't appear until late in the game, so there's no rush to purchase this.

Bhashea High Road— SCORPION HUNT



Mission Objective: Bhashea High Road—Scorpion Hunt

Kendarie soldiers have overtaken the Bhashea High Road area, all hunting the renegade Band of the Scorpion. Sol accompanies Tara on the mission and provides backup attack support with his long-range sword wave attacks. You must fight and defeat the three soldiers guarding the bandits to complete the mission.

Map Legend

1.	No.123 Porcupig
2.	No.012 Man Trap
3.	No.007 Red Lizard
4.	No.124 Golden Porcupig
5.	No.219 Water Moray

Enemy Affinities

Fire	0%
Water	0%
Earth	24%
Wood	55%
Neutral	12%
Mech	9%

● Red Fairies ● Treasure Chest

Deck Notes

Before you start the mission, be sure to add cards to your deck that will help fight the Mech robots accompanying the Kendarie Warriors. Good cards for fighting Mechs include No.193 Pixie and No.027 Player Spawn.

Flight of Thieves

Sol greets Tara at the north entrance of the Bhashea High Road. He follows a few paces behind Tara and engages all foes with powerful sword attacks and sword wave attacks. However, this doesn't mean you can just sit back and let him do all the work. The number of cards you use in this mission should be fairly high, around eight or nine, in order to get a good rating at the end.



Proceed along the path as before, taking out Porcupigs and Man Traps with Sol's assistance. You might encounter a Mech near the Fellow Bandit standing near the rail. Sol's attacks are particularly strong against Mech types, so for the most part you should allow him to deal with them while you take out the regular creatures.

Three Kendarie soldiers wait near where Victor and his band of thieves were seen last. One of the three soldiers tends to patrol to the north near the stone bridge. If you encounter him first, take him out with Sol's help before fighting the other two.



BOSS FIGHT

KENDARIE SOLDIERS (x3)

Attribute:	Neutral
HP:	92
DEF:	10
Uniq. Skl:	-
Skills:	Official Name, ATK #

Fighting a Kendarie Soldier is much like fighting another Tara. They are neutral in affinity, and they tend to run and attack very quickly. However, they're also very susceptible to special conditions, such as poison and paralysis. Be sure to use Weapon cards like Ghoul and Venom Lizard.



Don't hesitate to use a tough Summons card, such as Storm Hagan, but avoid wasting slower Summon types, such as Elephant and Rock Hagan. The Kendarie are too quick and can sidestep slow or delayed attacks. Porcupigs work surprisingly well against the soldiers, trotting after their targets and attacking without much hesitation. Additionally, keep a Player Spawn or Pixie card handy in case a Kendarie Mech creature strolls into the fray.

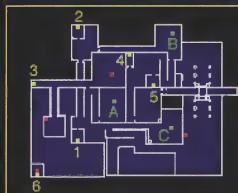
When all of the Kendarie soldiers are defeated, the second mission ends and the Kendarie Fortress mission becomes available.

Available Cards

No.012 Man Trap
No.123 Porcupig
No.171 Storm Hagan



KENDARIE FORTRESS



Mission Objective: Kendarie Fortress

After the attack on the thieves at the Bhashea High Road, Victor is determined to settle the score with the Kendarie. The entrance to the Kendarie region is well guarded by a huge fortress full of soldiers, mechanized creatures, and Kendarie card masters wielding manufactured Runestones. Only Tara stands a chance of facing the Kendarie Runestone warriors, infiltrating the fortress, and opening the giant gate that bars access to the Kendarie region.

Map Legend

1.	No.005 Mandra_gora
2.	No.110 A_lgressor GL2
3.	No.122 Death
4.	No.178 MechaPult
5.	No.071 Venom Lizard
6.	No.191 UberBomberBot
A.	Blue Key
B.	Red Key
C.	Green Key

Enemy Affinities

Fire	0%
Water	0%
Earth	0%
Wood	15%
Neutral	20%
Mech	65%

● Red Fairies ● Treasure Chest ● Kendarie Runestones

Mech Deck

The deck you used to rescue the Scorpions at Bhashea High Road should be sufficient. Retain the most useful cards against Mech cards, such as Pixies and Flyer Spawns. Independent creatures will be good for causing distractions. Be sure to keep using all the cards that have upgrades, and continue to build EXP in order to gain better cards at shops.

FORTRESS OF PERIL

As usual, Victor, Sol, and the Band of the Scorpion will wait by the entrance while your character fights all the enemies alone. Seriously, where would these cowardly thieves be without Tara? You can speak to anyone in the group if you want. Head west across the courtyard toward the corridor, but stop in front of the sandbags stacked on the right, and search to find a Red Fairy in hiding.



Proceed down the western corridor and quickly move up the stairs. Mandragora trap creatures might appear in the grass, so proceed quickly to avoid explosions and poisoning.



SEARCHLIGHTS

At the top of the stairs is a sealed door marked with a red crest. Remember the color-coding of doors and the location of this particular door as you proceed through the game.



A searchlight is moving back and forth across the ground at the base of the next set of stairs. If Tara steps into the searchlight, an alarm sounds and a Mech creature appears. Additionally, the gates of small areas all over the fortress are closed, preventing access to the treasure chests on this stage. In order to regain access, activate the Searchlight Gate Switch marked on the maps at the start of this section.



Navigate carefully around the searchlight on the ground. The best method is to wait until the light is on the far side of the platform, closest to the water, then move through the area directly next to the light post so that the searchlight moves in an arc around Tara. Enter the small area to find a chest containing a No.005 Mandragora card.

KENDARIE CARD MASTERS

From the searchlight area, ascend two flights of stairs, passing a blue-crested sealed door. Continue to the top of the tower. Before entering the open door with the blue crest, shuffle your deck so you have a couple of Independent and Weapon cards available. As you cross under the doorway, the barrier closes and Tara is trapped inside the area with a Kendarie Card Master. This soldier sports a manufactured Runestone that enables him to use the creature cards in addition to his usual sword attacks. You must defeat this warrior, and any creatures he summons, to obtain the Blue Key. This key enables you to open any door in the fortress bearing the blue crest, including the door in this area.



BOSS FIGHT

KENDARIE CARD MASTER I (x3)

Attribute:	Neutral
HP:	70
DEF:	10
Uniq. Skl:	-
Skills:	Swing, ATK 18

Three Kendarie Card Masters inside the fortress area hold the keys that Tara must obtain in order to access the gate controls. The main difference between these three minor card masters and the boss that appears at the end of the stage is the variety of cards they use. The three key bearers can use only Dark Raven and Aggressor GL2 cards, but to lethal effect.

The strategy for each minor Kendarie Card Master is the same. Avoid attacking the Kendarie head-on, since he can defend himself swiftly with sword attacks. You must also keep moving constantly, because the Kendarie strikes frequently with Dark Ravens.

Surround the Kendarie by throwing several Independent cards. Exploit the weakness of the soldier, and try to inflict Poison status with Man Traps. While your monsters distract the Card Master and his Mech creatures, run behind the main foe and attack with Weapon Lizard cards, such as Venom Lizard and Basilisk, or Summons cards, such as Storm Hagan and Rock Hagan. Strike once, and then flee behind your creatures until the Card Master is distracted again. Repeat this pattern until the Kendarie is defeated. Any Mech creatures that he summons will disappear when he does.

If Tara needs HP, toss out several Independent cards to keep your foe busy, then move to a corner of the area and use a Fairy card. Stand by the Fairy until you're sufficiently restored. Also, listen for the ringing sound of nearby Blue Fairies, and use them to regain health, as well as Magic Stones and cards.



Need More Details?

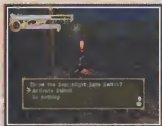
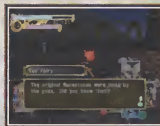
Enemies that aren't represented as cards are listed in Chapter 5 of this guide, "Additional Enemies." This is where to look for more statistics, including the amount of EXP and the number of Magic Stones you gain by defeating each enemy. Immunity statistics enable you to exploit the weaknesses of such foes, if they have any.

BEHIND THE BLUE CRESTS



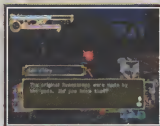
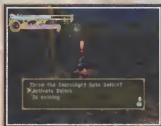
Before leaving the area where you fought the Kendarie Card Master, it might be wise to wait around for another Blue Fairy to appear and regain any Magic Stones or used cards. Use the Blue Key to exit the area, and head back downstairs.

Unlock the door bearing the blue crest, between flights of stairs. A Red Fairy hangs around this rear courtyard. There's also a deck point you can use to regain HP and reorganize your deck whenever you need to during the rest of the mission.



On the south wall of this courtyard is the Searchlight Gate Switch. If you step into a searchlight and trigger the alarm at any time during the mission, you can open the security gates that bar several areas by activating this switch.

Exit the courtyard and head back downstairs to the area with the searchlight. Follow the passage beside the stairs to another door bearing the blue crest. In this small area, navigate carefully around two searchlights to enter a small area with a treasure chest containing a No.110 Aggressor GL2 card. Proceed past the other searchlight into the narrow east passageway, and continue through a red-crested door. Defeat another minor Kendarie Card Master to obtain the Red Key. Now you can open both doors in the area.



Back to the Deck Point!

Each time you beat a Kendarie Card Master, return to the deck point on the third level and use it to regain your Hit Points. With so many tough battles, it's important to be prepared!

The Green Key



Remember the red-crested door near the entrance? Instead of proceeding up the south stairs, backtrack to the top of the first stairs and open this door. Proceed through the door bearing the green crest, and fight the third Kendarie Card Master to obtain the Green Key. Exit the area and go back up the stairs to the area with the deck point.

Head west from the deck point down a narrow corridor. Mech creatures usually ambush Tara in this corner. Open the green-crested door, revealing a treasure chest containing a No.122 Death card. Return to the deck point and insert this card into your current deck immediately. It should be quite useful against the Kendarie.



Fight your way through the Aggressor GL2 enemies to the MechaPult on the platform at the bottom. A MechaPult fires dangerous attacks from a distance. However, it's helpless if you move in very close to it. You can destroy all of the barrels on the platform for their Magic Stones, if necessary. Search the sandbags piled in the northwest corner of the platform to find a Red Fairy.

DOUBLE CHEST, TRIPLE SEARCHLIGHT

Return to the courtyard where you got the Red Key, open the south door, and proceed up two flights of stairs. Move patiently through the searchlights to the small areas with the treasure chests. Grab a No.071 Venom Lizard card and a No.178 MechaPult card.



Sneak between the wall and the searchlight post!

MASTER KENDARIE



Continue down the stairs and through the archway to confront the boss Kendarie Card Master. After you defeat him, head through the eastern archway and use the controls to open the gate and complete the mission.

KENDARIE CARD MASTER 2

Attribute:	Neutral
HP:	70
DEF:	10
Uniq. Skt:	-
Skills:	Swing, ATK 18

The main difference between this Kendarie Card Master and the three previous ones is that he can use a wider variety of cards while protecting the gate controls. He can toss cards more quickly, as well. The Kendarie is capable of throwing Dark Raven and Aggressor GL2 cards, but he also employs Giant Crab cards to inflict special conditions.



The idea is to remain as far from him as possible, especially when his HP is low. That's when he's more likely to use a Blood Bush attack to siphon off your HP for himself. He may also throw out an AcidBot trap, so keep your camera locked onto him. Watch his actions, and watch out for what appear to be metal hatches on the ground. Otherwise, employ the tactics described for the previous Kendarie Runestone users.

Available Cards

No.005 Mandragora
No.110 Aggressor GL5
No.178 MechaPult

Reasons to Return: Kendarie Fortress

The final Kendarie Card Master near the gate switch will reappear every time you enter this stage. You can fight him to activate the gate controls and complete this mission as many times as you want. You can also take your pick of the same bonus cards each time you complete the mission. Build yourself an army of Aggressor GL5 and MechaPult creatures!

Return to the lower water reservoir on the west side of the fortress and use a Transform card that enables flight, such as a Birdman, Garuda, Wyvern, etc. Fly across the water to the small platform in the southwest corner of the stage. The Red Fairy waiting here patiently reveals the Uber Vampire Root combo. The nearby chest contains a No.191 UberBomberBot card.



RUNESTONE CAVERNS— Upper Chambers

Mission Objective: Runestone Caverns—Upper Chambers

Victor's crusade for revenge continues as the Band of the Scorpion plunges into the dark caves where the Kendarie mine their false Runestones. There's one small problem: The Scorps can't get through the giant gate blocking the entrance to the Lower Chambers. Once again, it's up to Tara to stick her neck out and use her card skills to find a solution. Somewhere in the Upper Chambers is a card that will enable Tara to transform into a giant creature. Then she can smash down the barrier, and the Scorpions can raid the Kendaries' trove of Runestones.

Map Legend

1.	No.053 Dark Raven
2.	No.061 Blood Bush
3.	No.090 Undine
4.	No.034 Land Shark
5.	No.192 Gorgon
6.	No.034 Land Shark
7.	No.194 Baba Yaga
8.	No.162 Witchlette
A.	Sluice Gate Switch

Enemy Affinities

Fire	0%
Water	90%
Earth	2%
Wood	0%
Neutral	0%
Mech	8%

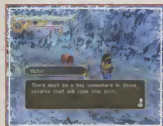
● Red Fairies ● Treasure Chest

Start an Earth Deck

By now, you should have enough cards in your catalog that you can't carry all of them into a mission anymore. Create a new deck titled Earth, or something similar that reflects the large collection of Earth Affinity cards in the deck. Add all of your Earth Affinity cards, whether they have upgrades or not. Also useful in this mission will be any Wood and Water Affinity cards you have, including Fairy cards, the Death card, and your new Mech cards.

STUCK AT THE GATE

Speak to Victor and the other Scorps waiting by the large gate to see what's going on. The conversation with Victor can get rather terse, if you pursue it. Next to Victor is a treasure chest containing a No.053 **Dark Raven** card. Remember the location of the nearby deck point.



CAVE CENTRAL

Head east up the passage, away from the Scorp, to greet a Red Fairy at an intersection between branching caverns. Take the left branch, and defeat the Land Shark and Crystal Rose enemies as you head down into an immense chamber.

Cross the large area and keep heading northeast until you reach the treasure chest at the top, containing a No.061 Blood Bush card, then head west across a narrow land bridge covering the stream. At the top of the western landmass is a chest holding a No.090 Undine card.

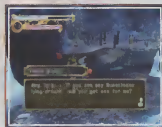


SLUICE GATE SWITCH

Try to meet up with a Red Fairy floating around the western landmass in the giant central cave as you make your way south. You can speak to your Fellow Bandit standing near the shore.



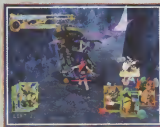
On the south wall of the cavern, near the source of the stream, is a switch to raise and lower a gate in the water. In its original position, the sluice gate is up and water is flowing freely into the Lower Chambers stage of Runestone Caverns. This prevents you from reaching certain treasure chests because they're underwater. For the time being, lower the gate so that no water is flowing into the Lower Chambers. You still won't be able to reach one treasure chest, but you can always return here to raise the gate.



STONE GOLEM BRIDGE

Return to the eastern landmass in the large central cave, and exit through the east passage. After confronting more Land Sharks and Crystal Roses in the narrow alley, the passage opens into a large chamber full of icicles growing from the floor. You can smash all the icicles for their Magic Stones, if needed. Head north all the way to the top of the area. Open the treasure chest resting against the top wall to obtain a No.034 Land Shark card.

Turn left and head into the nearby cave. The passage opens onto a ledge high above the main chamber. A Stone Golem strolls along the bridge, and you can either defeat it or ignore it. If you want to take it down for the extra EXP, shuffle your cards before approaching until your hand is stacked with Wood Affinity cards. Be sure to keep your distance to avoid its devastating swing, attack with Scythe Beast cards, and unleash Independent creatures, such as Demon Hounds and Mandragora traps. Smash the glaciers growing from the bridge to recharge your Magic Points.



TARA'S FIRST TRANSFORM CARD

Continue past the Stone Golem's haunt to the top of the sloping path, where two Red Fairies wait to greet Tara. Pay close attention to their advice regarding Transform cards, then proceed up the path and speak to Sol, who has a little present for Tara. Take the No.145 Stone Golem card he offers, and return to the starting point of the mission, where the Band of the Scorpion awaits.



GATE CRASH



Use the deck point near the gates that block access to the Lower Chambers, and insert the Stone Golem card into your deck. Make sure you have enough Magic Points that using this expensive card won't deplete your HP and register as damage. Shuffle your cards until the Stone Golem falls into your hand, and transform. Walk toward the gates to trigger a cinematic and complete the mission.

Available Cards

No.052 Crystal Rose
No.145 Stone Golem

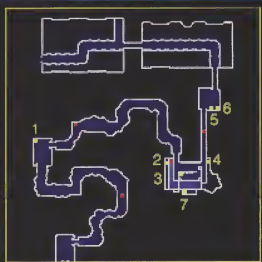
Reasons to Return: Runestone Caverns, Upper Chambers

After activating the Magic Boosters from the device in Ruldo Forest, return to this stage with the Stone Golem card. There are three Magic Boosters near large icebergs growing from the ground. Use the Stone Golem card, and then walk over the Magic Booster. The Stone Golem smashes through the glaciers and allows access to a No.192 Gorgon card in a chest resting on a ledge, as well as a No.34 Land Shark card near where Sol was standing.

Return with a Transform card that enables flight, such as the Birdman card. In the lower section of the main chamber, fly across the river to the ruins on the opposite bank. Defeat the Brine Dragon for some major EXP, and speak with the Red Fairy floating over this area to learn the Prayer of the Wise combo. Open the treasure chests to obtain a No.194 Baba Yaga card and a No.162 Witchlette card.



RUNESTONE CAVERNS— Lower Chambers



Mission Objective: Runestone Caverns—Lower Chambers

As the Band of the Scorpion delves farther into the Kendarie mines, new concerns arise. Where are all the Kendarie? Who made these ancient chambers, and how long ago? Finally, what immense secret lurks in these ancient chambers deep below the planet's surface? Naturally, the Scorps are too chicken to find out. Tara must scout ahead and clear the path so that Victor and the other bandits can reach the Kendarian Runestones and steal them in revenge. But will an ancient power allow anyone to leave alive?

Map Legend

1.	No.027 Player Spawn
2.	No.120 Yowie
3.	No.039 Basilisk
4.	No.041 Maelstrom
5.	No.027 Player Spawn
6.	No.027 Player Spawn
7.	No.041 Maelstrom

Enemy Affinities

Fire	37%
Water	61%
Earth	0%
Wood	0%
Neutral	2%
Mech	0%

● Red Fairies ● Treasure Chest

Long-Range Deck

The main focus of this mission is to defeat an overwhelmingly difficult boss, and so the Enemy Affinities chart is a little misleading. You can defeat most of the other enemy types easily with a single Water or Earth attack. Reorganize your deck to deal mainly with the boss, who's unreachable by close-range attacks. Fill your deck with cards that attack with good range, such as Scythe Beast cards, Crystal Roses, Dark Ravens, MechaPulps, as well as Summons cards, such as Rock Hagan and Storm Hagan.

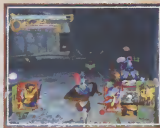
The Wight Lights

Speak to your Fellow Bandits gathered around the entrance point, and they share their growing concerns over this endeavor.

Enter the cavern passageway, and proceed past rocks and ruins until you meet up with a Red Fairy who bears a warning. As you proceed through the long and winding corridor, small pinkish lights attempt to strike Tara and latch onto her. When one of the pink lights encircles her, it continually drains her HP.



LOWER CHAMBER Foes



Check this large crumbled column to find a Red Fairy in hiding.

Now you encounter small rasping enemies called Yowie. Avoiding these small pests is essential to defeating them, since they can inflict poison and are hardly worth the effort. You can efficiently eliminate entire swarms of Yowie with a single attack from a Weapon card, such as a Lizardman.

VICTOR ADVANCES

When you reach the next large room with columns, Victor and the Scorp catch up. Following the cut-scene, open the treasure chest at the back of the room to obtain a No.027 Flayer Spawn card.

AQUEDUCT



Proceed through another long passage, avoiding contact with the draining lights and Flayer Spawn enemies. The next large area is either full of water or completely drained, depending on whether you left the sluice gate up or down in the previous stage.

If the sluice gate is up, the lower portion of the chamber is filled with water. You can cross a series of floating crates to reach a treasure chest containing a No.120 Yowie card.



If you lowered the sluice gate, as instructed in the walkthrough for the last section, the lower area is clear of water. Walk down the west steps. A chest just behind the stairs contains a No.041 Maelstrom card. Follow the empty channel around the bottom of the area to find a Red Fairy.



Don't miss the chest on the highest level of the aqueduct, which contains a No.039 Basilisk card.

RUNESTONE CHAMBER

Continue up the north stairs from the aqueduct, meeting a Red Fairy along the way. The Yowie appearing on the stairs should be easy to remove with one or two Weapon card attacks. After another cut-scene in the Runestone chamber, open the two treasure chests in the corner to obtain another two Flayer Spawn cards.

ENTER LEOD

Keep moving north, defeating or ignoring a couple of Flayer Spawns that get in the way. Follow the curve to the west until the Scorp have a chance encounter with the Kendarie ruler, Leod VIII. Shuffle the cards in your active hand until there are several ranged Weapon cards and a couple of Summons cards, then continue into the next chamber for one of the toughest fights of the game.



BOSS FIGHT

Body of the Goo

Attribute:	Neutral
HP:	190
DEF:	7
Uniq. Skl:	-
Skills:	Drain Breath, ATK 15, Big Thump, ATK 30

Approach the boss, and immediately you can spot your main obstacle in this battle: He hovers a few feet off the side of a narrow ledge. Your close-range Weapon cards and Summons attacks still work, but all of them expose Tara to incredible danger. The Body rears back and swats across the surface of the ledge with incredible power. A few of these attacks will be more than enough to kill Tara.

Maintain a safe distance from the monster at all times to keep out of reach of the massive claws. The only attack you need to worry about thereafter is the Drain Breath. The Body launches a cloud of little pink drain orbs, such as you've encountered throughout this stage. The initial hit does only minor damage and can knock Tara down. However, the attack continues to drain HP for the next several moments. Avoid these orbs at all costs, breaking off your attacks to run between them as they spread.

Toss one or two MechaPult cards, and they bombard the monster with hits. The MechaPults also establish a decent range to maintain while fighting the monster. When the Mechs start firing as the Body approaches, you can start launching attacks with Scythe Beasts and Crystal Roses. Occasionally, just after the Body tries to attack, take a few steps forward and summon a Storm Hagan. Use its long-range Boomerang Axe attack to reduce the HP of the Body by at least 25%. If you have more than one of these cards to use, the battle is already half over.

If Tara is in bad shape, retreat to the far end of the ledge and use a Fairy to recover. You can't remain far away for too long, however, because the Body lumbers after you. The other main problem in this battle is regaining your Magic Points, since your hits on the monster produce no stones. Listen carefully for the sound of Blue Fairies flying about, and go after them every time. If you don't get your Magic Stones restored, just keep moving and wait for the next Blue Fairy to come along. If you follow this strategy very closely, you shouldn't have to worry about restoration.



Available Cards

No.027 Player Spawn
No.120 Yowie

Reasons to Return: Runestone Caverns, Lower Chambers

Head back to the aqueduct chamber after obtaining a Transform card that allows for flight, such as the Birdman card. Fly across the gap or stream at the south portion of the room to reach a chest on the opposite ledge. Inside you'll find a No.041 Maelstrom card.



RULOO FOREST

Mission Objective: Ruldo Forest

With the Band of the Scorpion in ruins, Tara now finds herself alone in a rainy forest, wondering what purpose she can fulfill with the power of her Runestone. As Sol instructed, she must make her way through the forest and flee the Kendarians who want to take her most precious keepsake.

Map Legend

- | | |
|----|--------------------|
| 1. | 150 Magic Stones |
| 2. | No.005 Mandragora |
| 3. | No.056 Dryad |
| 4. | No.037 Demon Hound |
| 5. | No.157 Rafflesia |
| 6. | No.135 Elf |
| 7. | No.080 Night Mare |

Enemy Affinities

Fire	0%
Water	0%
Earth	7%
Wood	90%
Neutral	3%
Mech	0%

● Red Fairies ● Treasure Chest

Fire Deck

Time to arrange an all-new deck, composed almost entirely of Fire cards. The Ruldo Forest is full of Wood creatures, which are weak versus fire. Also place your Stone Golem cards into the deck, since transforming will be very important in this stage.

FOREST OF RECRET

Directly to the right of the starting point stands a solitary grave. Continue along the path to meet two Red Fairies. The second little creature might be hanging back near a large fallen tree. Elves may try to ambush you with long-range arrow attacks from the right, but they fall easily to a Dark Raven. At the back of the alcove where the Elves emerge, two treasure chests contain a No.005 Mandragora card and 150 Magic Stones.



Making your way farther into the forest, search the second tree trunk on the left to find a hiding Red Fairy, who reveals the Stone All Around combo. The next chest on the right contains a No.056 Dryad card. You should encounter an enemy Dryad just a little farther up the path, next to some mysterious machinery. Meet with the Red Fairy at the entrance to the northern part of the forest, and then turn around and activate the device.



MAGIC BOOSTER GENERATOR

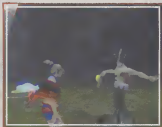
When you activate the strange, ancient machinery, all of the Magic Boosters in the game become operational. Magic Boosters not only empower Transformation creatures and elongate their life spans, but they also cause a Transform creature to perform a special action.



For example, shuffle the Stone Golem card into your deck, move over to the Magic Booster, and transform. As the Stone Golem, move onto the Magic Booster, and the creature reacts as if experiencing a surge of energy. Continue moving forward, and the Stone Golem automatically bulldozes through the large tree trunk. Whenever you see a Magic Booster, you know that a Transform creature will perform a special function there.

THE STRANGER

After smashing through the tree trunk, press the Y Button to cancel the transformation. Continue moving south along the path you've opened, ignoring the Myconid on the left. Shuffle one or two Stone Golem cards into your active hand. Continue heading southwest until Tara encounters a man who speaks in a bizarre language and immediately begins to attack using Creature cards.



BOSS FIGHT

UNKNOWN MAN

Attribute:	Neutral
HP:	120
DEF:	10
Uniq. Ski:	-
Skills:	Cards

The Unknown Man is quite a bit more difficult to defeat than the Kendarie Card Masters from the fortress. He attacks and defends himself with cards such as Skeleton, Lizardman, Carbuncle, Dark Raven, and Dragon Knight.

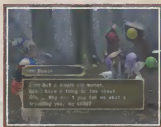


This battle is deceptively tricky, but it's easy to win. The Unknown Man is not immune to any attacks. Move to the Magic Booster behind the Unknown Man and transform into the Stone Golem. Stampede toward him, and he takes repeated hits. He can't defend himself, and the battle ends very quickly.

BEGINNING OF A MYSTERY

When the Unknown Man dies, he leaves behind the **Eno Runestone**. This is the first of seven Runestones created by the bizarre cultists. These items are required to complete the Isamat Urbur side quest, as detailed in Chapter 8 of this guide, "Side Quest Missions."

ANCIENT ALLY



Return to the deck point to regain IIP, if needed, then enter the north part of the forest and proceed forward until a cut-scene begins. The old enchanter Gurd introduces herself. Although she trained and aided Queen Katia centuries ago, she plays only a small side role in Tara's quest. Afterward, Gurd blocks access to the northeastern part of the forest. Proceed northwest to complete the first Ruloo Forest mission.

SECOND MISSION

When you return to the World Map, go back to the Ruloo Forest immediately for a quick second mission. Return to the area where Tara met Gurd, and shuffle your deck until plenty of Independent cards and one or two Weapon cards are ready in your active hand.

The area previously blocked by Gurd is now accessible. When you enter, three Cockatrices attack. Defeat them to complete the second mission and get a second pick of bonus cards for this area. While you're fighting the boss battle, there are two chests in the south corner of area containing a No.157 Raflesia card and a No.037 Demon Hound card.

When you complete this second mission at Ruloo Forest, the side quest area, Sacred Battle Arena, becomes available in the Kendaria region of the World Map.



BOSS FIGHT

COCKATRICE (x3)

Attribute:	Wood
HP:	96
DEF:	6
Uniq. Ski:	-
Skills:	Beak of Stone, ATK 18 Ramming Attack, ATK 24



The goal of these three extremely fast and agile bird creatures is to surround Tara and attack from all sides. As you enter the battle, shuffle several Hobgoblin cards into your hand, and possibly a Red Lizard for self-defense. Toss out two or three Hobgoblins to distract the Cockatrices, and run around the circle attacking with Red Lizard or Dark Raven cards. If the Hobgoblins are killed quickly or turned to stone, you can also make good use of other Fire Affinity Independent cards, such as Popgun Charlie and Berserker, if they're available. While your Independents are actively attacking, it's a good idea to back them up with a Evil Eye Helper to keep the Cockatrices from turning them to stone. When all three bird creatures are defeated, the second mission ends.

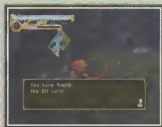
Available Cards

No.135 Eli

No.154 Mycomd

Reasons to Return: Ruldo Forest

Come back to the forest with a Transform card that enables jumping, such as the Hell Hound card. Go back to the area where you fought the Unknown Man, then transform, and approach the Magic Booster to jump to the level above. Open a chest containing a No.135 Elf card.



Return to Ruldo Forest once again, this time with a Transform card that enables flight. Ascend the high slope at the southern part of the stage, and fly across the gap to the embankment on the other side. Open the chest to obtain a No.080 Night Mare card.



FOSSIL BONEYARD



Map Legend

- | | |
|-----|----------------------|
| 1. | No.197 Hell Hound |
| 2. | No.070 Gnome |
| 3. | No.197 Hell Hound |
| 4. | No.197 Hell Hound |
| 5. | No.094 Caterpillar |
| 6. | 300 Magic Stones |
| 7. | No.053 Dark Raven |
| 8. | No.021 Catoblepas |
| 9. | No.160 Amber Dragon |
| 10. | No.029 Zombie Dragon |
| A. | Fossil Rt Leg |
| B. | Fossil Rt Arm |
| C. | Fossil Head |
| D. | Fossil Tail |
| E. | Fossil Lt Leg |
| F. | Fossil Lt Wing |
| G. | Fossil Rt Wing |
| H. | Fossil Lt Arm |
| I. | Fossil Torso |

Mission Objective: Fossil Boneyard

Following her meeting with the old woman, Gurd, in the gloomy forest, Tara has gained a new purpose. Traveling through the jagged wasteland known as the Fossil Boneyard, Tara must gain a Transform card that allows her to leap up to higher ledges. But the denizens of this craggy area will challenge Tara's card skills to their limits. The mystery deepens as Tara encounters another stranger and a powerful monster prevents all intruders from leaving the holy breeding grounds of the dragons.

Enemy Affinities

Fire	0%
Water	0%
Earth	80%
Wood	17%
Neutral	3%
Mech	0%

● Red Fairies ● Treasure Chest ● Fossils of a dragon

Wood Cards Unite!

Time to arrange an all-new deck, composed almost entirely of Wood cards. After your trips through Rudlo Forest, your catalog should be overflowing with Wood cards at this point. Also include five or six Fire Affinity cards to deal with the Wood-based creatures in this area.



ENDLESS SPAWNINGS

Move forward to greet a Red Fairy just as a Baby Dragon emerges from a nearby cave to attack. Rather than engaging the creature, head over to the hole from which it emerged and examine the looming rocks stacked to the right of the opening. Only when Tara pushes the rocks over the hole do the Baby Dragons stop emerging from the cave. You will encounter several such spawn points for the infant draconians. If you leave the holes alone, you can gain a great deal of EXP by fighting endlessly. However, you'll probably run out of cards. Use your best judgement.

Pieces of the Puzzle



With the cave opening sealed and a Baby Dragon hopping around, lead the creature toward the rocks and trees scattered throughout the area. Stand near the rock or tree so that the Baby Dragon stops to attack. When you see it inhale, move out of the way. The Baby Dragon destroys the rock for you, and you can pick up extra Magic Stones in this manner. Under one of the tall rocks in the first section is the Fossil Rt Leg, a piece of a puzzle you can solve in the Fossil Boneyard.

BESTIAL LEAPING

Open the treasure chest near the entrance to find the No.197 Hell Hound card. Move to the nearby deck point and insert this card into your deck. This Transform card allows you to jump across gaps or up to higher ledges. The

Hell Hound can mount any ledge that's roughly at the level of Tara's head. However, when you walk over a Magic Booster while transformed, the Hell Hound leaps much higher than usual. Such is the case with the Magic Booster in the initial area. However, when you leap up to the higher ground, you must contend with another of the strange cultists. The treasure chest in the higher area contains a No.070 Gnome card.



Make It a Short Trip

You should be able to fight the Unknown Man even at this early point in the game. Use cards freely, and then abort your mission and start anew after you beat the card master.

BOSS FIGHT

UNKNOWN MAN

Attribute:	Neutral
HP:	150
DEF:	10
Uniq. Ski:	-
Skills:	Cards

This mask-wearing weirdo is susceptible to all your attacks. He's also weak against various status conditions, such as poisoning, paralysis, and curse. Use cards like Man Trap, Raflesia, and other status-inflicting Wood cards. Horus cards work great against him, if you've managed to upgrade any of your Dark Raven cards.

The Unknown Man is hard to confront head-on, since he defends himself with Dragonoid attacks and often summons Carbuncle and Bum Hagan. Lock on with your camera and circle the Unknown Man at a safe distance, moving in only to collect fallen Magic Stones. Use ranged attacks, such as Seythe Beast, to assist your Independents and Helpers as they struggle. Also, summon Storm Hagans and use their Boomerang Axe attack to cause heavy damage from afar. When the Unknown Man falls, Tara receives his Oht Runestone.



LEGEND OF FOSSIL ROCK

Head southwest from the entrance to this stage, and defeat a Caterpoker from the side or rear with Fire Affinity attacks. Curving east, a Gnome protects a small area containing a few trees and a large engraved rock. Due to their short stature, the best way to defeat a Gnome is with another Gnome.





The pieces of the fossilized dragon hidden throughout this stage can be assembled upon the large rock in this small area. When all nine pieces are fitted onto the rock, a Zombie Dragon rises from the ground. If you manage to defeat the Zombie Dragon, the fossil rock transforms into a treasure chest containing the No.029 Zombie Dragon card. However, to obtain the final puzzle piece, you must own a Transform card that enables flight. You'll probably have to return to this stage at a later point in the game to complete this side task. Still, it doesn't hurt to gather as many fossilized pieces as you can on your first trip.

Succession of Jumps

Transform into the Hell Hound and use the Magic Booster under the west cliff to reach the ledge high above. A Catoblepas and several Baby Dragons wait in ambush. Give the immobile, cow-like creature a few swats as the Hell Hound, but quickly return to normal form to conserve your Transform card so you can make more jumps. Seal off the cave openings to limit the number of enemies.



Goat the Baby Dragons or the Caterpoker in the next area to smash the rock stack on the right side of the narrow passage, and pick up the Fossil Rt Arm. A Red Fairy hovers farther back in this area, near a large painting of a dragon fossil.

Head east and open the treasure chest near the Magic Booster to gain another Hell Hound card. Transform into the Hell Hound again, and run toward the Magic Booster at an angle in order to leap onto either of the two cliffs.

There's a distinct advantage to jumping onto the left cliff first. For the sake of continuing this walkthrough in a linear fashion, jump onto the left cliff now.



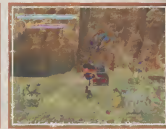
By The East Riverside

Atop the raised area, a treasure chest contains yet another Hell Hound card. Use the nearby deck point to insert all of your Hell Hound cards into the current deck as you collect them.



After sealing off the Baby Dragon cave on this plateau, lead the fire-breathing creature toward all the rocks and trees in the area and goad it into destroying them. A Caterpoker may also appear, which is also useful in the scenery-destroying process. Under the rocks nearest the deck point, uncover the Fossil Tail piece.

Transform and jump down from the south side of the plateau. As a Hell Hound, your attacks can be quite effective against the Caterpoker enemies that tend to crowd the flat area below. Stand still in front of each creature until it rears back to attack, then quickly run to the side of the creature and press the A Button to claw-swipe it.



Open the treasure chest near the river's edge to obtain a No.053 Dark Raven card.

Southern Rise

Continuing to the right of the river area, you find the massive bones of a prehistoric creature. Moving past the giant fossil triggers the boss fight that completes this mission, so avoid going there until you've searched the entire stage for items and cards.



Keep going west past another portion of the river. Transform into the Hell Hound and leap up a series of cliffs, possibly encountering a Gnome and a Catoblepas on the way up. The Red Fairy who usually hangs out on this higher level reveals the Stone Cold Sniper combo. Remain transformed if possible, and smash the rocks stacked in the south corner of this area to find the Fossil Torso.



Destroy the small boulder on the east side of the wide slope below the terrace to find the Fossil Lt Wing.

Moving the Catoblepas

If you approach the south area from the east, you encounter the Catoblepas on the ground level. However, if you approach from the west, the Catoblepas appears atop the multilevel rise in the southwest corner of the stage. From this position, the creature can make it much more dangerous to leap up to the higher level.



The WESTERN AREAS



Defeat a Caterpoker guarding the elevated area, and then smash the southernmost boulder to unearth the Fossil Head. Transform and hop down to the area below. Smash the rocks near the north wall to find the Fossil Lt Leg piece. The two treasure chests in this area contain a No.094 Caterpoker card and 300 Magic Stones.

To explore the western areas, you might have to abort your mission and start over. However, if you've been frugal with the Hell Hounds, or if the Blue Fairies have been kind enough to restore your cards, just trek back through the eastern areas. Return to the Magic Booster under the two cliff faces, and approach it at an angle so as to leap onto the western cliff face.



BONEYARD MENACE



Check the area map on the menu to make sure you've explored all possible areas, then return to the southernmost area, where the massive dinosaur fossil lies on its side. Just be thankful you don't have to fight anything that big. However, the smaller descendant of that creature waits in the south corridor.

The Fossil Rt Wing is found in the area of the boss fight, under one of the rocks. Of the five rock stacks in the area,

the fossil is under the centermost rocks. Try to goad a Baby Dragon into destroying the stones with one of its attacks.



BOSS FIGHT

AMBER DRAGON

Attribute:	Earth
HP:	170
DEF:	9
Uniq. Skl:	-
Skills:	Cranial Charge, ATK 35 Rocky Roar, ATK 20

Not only must Tara contend with a prehistoric terror, but Baby Dragons emerge continuously from the three openings along the sides of the area. As you run along the outskirts, try to pause momentarily and close off the three openings, just to make your battle easier. The Baby Dragons suffer damage if they get in the way of the Amber Dragon. Essentially, if you focus solely on the main boss, the Baby Dragons will follow you to their own demise against the great beast.

The Amber Dragon uses a charging attack that's strong enough to knock Tara to the ground. Moving close to the dragon's face triggers this attack. At greater distances, the Amber Dragon attempts to nail your character with an Earth-based breath attack. Therefore, the ideal way to deal with this creature is to run left or right directly in front of its face, provoking the charge attack. As the creature lunges forward and misses, attack from the side or rear with a Storm Hagan Summons. Either one of a Storm Hagan's attacks will take off roughly a third of the Amber Dragon's HP, so bring more than one such card to the battle.

Successful use of Storm Hagan should bring the creature down to less than half its maximum Hit Points. Use Dryads to charm the creature, stopping all of its attacks for a while so that you can heal or cleave Magic Stones from the surrounding rocks and trees. Keep in mind that the next attack from you or the Dryad will cancel the charm condition.



Finish off the battle by running along the outskirts of the area, circling your foe. Use Seythe Beast Weapon cards to attack from a safe distance.



Available Cards

No.094 Caterpoker
No.142 Baby Dragon
No.160 Amber Dragon

Reasons to Return: Fossil Boneyard

Return with a Transform card that enables flight, such as the Birdman card. Make your way back to the southeastern corner of the area, and fly across the stream to the small islet on the other side. Inside the chest is a No.021 Catoblepas card, and you can smash the rock at the back to obtain the Fossil Lt Arm.



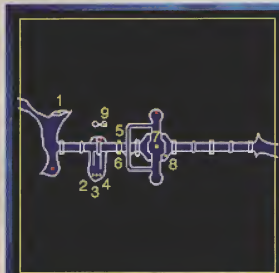
Continue to the south end of the Fossil Boneyard, and use a Transform card to fly over the stream. The chest on the opposite bank contains a No.160 Amber Dragon. Complete the fossil emblem on the large rock near the entrance to awaken the Zombie Dragon. When you defeat this creature, a treasure chest appears where the fossil rock once stood. Inside is the No.029 Zombie Dragon card.

Continue to the south end of the Fossil Boneyard, and use a Transform card to fly over the stream. The chest on the opposite bank contains a No.160 Amber Dragon.

Complete the fossil emblem on the large rock near the entrance to awaken the Zombie Dragon. When you defeat this creature, a treasure chest appears where the fossil rock once stood. Inside is the No.029 Zombie Dragon card.



SARVAN



Mission Objective: Sarvan

No great fortress bars the path to the Alanjeh region, but Tara must cross the bridge at Sarvan. Unfortunately, the Kendarie are way ahead of her, and they've left behind some very powerful creatures for the Runestone wielder to deal with. While crossing a bridge may seem like a straight and easy path, there's more to this stage than meets the eye...

Map Legend

1.	No.134 Marid
2.	No.102 Decoy Pillar
3.	No.211 Jade Giant
4.	150 Magic Stones
5.	No.005 Mandragora
6.	No.046 Gold Butterfly
7.	No.009 Hobgoblin
8.	No.182 Devata
9.	No.127 Lucky Lion

Enemy Affinities

Fire	31%
Water	26%
Earth	0%
Wood	43%
Neutral	0%
Mech	0%

● Red Fairies ● Treasure Chest

Make a Water Deck, with Helpers

Although the area statistics make it seem like Wood creatures will be your most numerous foes, the truth is that the Fire Affinity creatures in this stage will be your greatest bane. Create a deck composed mostly of your Water cards, and be sure to include as many Dragon Knight cards as possible. To solve a difficult puzzle in this area, you must include at least five Helper cards of the following affinities in your deck: 2 Fire, 1 Water, 1 Earth, and 1 Wood. You won't need any Stone Golem cards, but you will need one Hell Hound.

NEW CARDS FOR SALE!

After you complete the Fossil Boneyard mission, the Card Shop at Kadishu features an all-new assortment of cards. To solve the puzzles at Sarvan effectively, don't hesitate to purchase Kitty Trap and Treant cards. The Rheebus card is the most effective healing type of card in the game, so buy more than one if possible.

Kadishu Card Shop List 2

Card	Price
No.036 Flying Ray	30G
No.110 Aggressor GL2	180G
No.048 Treant	240G
No.055 Dragonoid	300G
No.054 Wizard	360G
No.079 Kitty Trap	450G
No.082 Rheebus	450G
No.021 Catoblepas	900G
No.040 Mole Monster	999G
No.049 Sea Monk	1440G

BRIDGE GUARDIANS



Use the Hell Hound card to jump onto the ledge just to the left of the starting point. The chest on the ledge contains a No.134 Marid card. Be sure to insert this powerful Weapon card into your hand at the deck point halfway through the stage.

Hop down from the ledge and return to normal form. Shuffle your active hand until several powerful Water cards are ready, and then head for the first gate of the bridge. First, move past the bridge and greet the Red Fairy hanging out on the other side of the entrance. As you approach the first gate, two powerful Jade Giants appear and attack. Try to distract at least one of them with an Independent creature, such as an Undine or Siren. Two successful hits with a Dragon Knight or Basilisk card should be enough to dispose of a Jade Giant. Crystal Rose attacks also work well. Try to line up the two of them so that each Weapon attack strikes both simultaneously. An Evil Eye floating nearby prevents the Giants from suffering status conditions, so chase and destroy the Helper creature if you want. However, the Evil Eye alone is inconsequential and should be ignored.



After you've cleared this zone, examine the horse-headed stones on either side of the gate. When the two heads are facing one another, the gate rises. The portcullis remains open for only a short time, though, so move through quickly.

SECTION ONE

Tara may face further resistance from another Jade Giant. There are four horse-headed statues in this area. But before you manipulate any of these, descend the stairs on the south side of the bridge near the second gate.

An Evil Eye may float near the three treasure chests on the south shore, but ignore it if you can. Save your cards for bigger foes. Open the chests to obtain a No.102 Decoy Pillar, a No.211 Jade Giant, and 150 Magic Stones.



Under the bridge, a Siren blocks access to a narrow path. Use long-range attacks to eliminate the creature, and continue along the path. The Red Fairy on the north side reveals the Lethal Orbit combo. From this vantage point, you can spot a small island just off the shore. You need a Transform card that enables flight in order to reach it, and there's another catch that will be explained in a moment.

Return to the bridge, and beware of the respawning Jade Giants. To open the second gate, quickly rotate all four horse-headed statues on this section of the bridge, starting with the two closest to the first gate.



SECTION TWO

When you rotate all four horse-headed statues inward, the second gate opens for a short period. A Siren appears in the center of the opening, but you can ignore it. Continue to the second section of the bridge.

The treasure chest on the left side of the bridge contains a No.005 Mandragora, and the one on the right contains a No.046 Gold Butterfly. Move forward to the archway and defeat the Evil Eye hovering there. A Jade Giant may come upstairs from the area below.



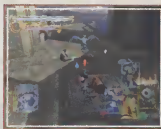
PREPARING THE AREA

Descend the south stairs on the right side of the bridge, and use the deck point below. Be sure to insert new cards you've gained during this mission, such as the Marid and the Gold Butterfly. Evil Eye or Gold Butterfly enemies tend to hang out near the blue Lightning Circle on the ground, and it's a good idea to remove them from the area. The puzzle in this section of the bridge requires you to leave stationary Trap creatures on each of the Lightning Circles. If enemies approach the Traps, they could trigger or kill your creature, possibly requiring you to restart the mission.



Don't Open That Chest!

Continue to the center of the bridge area, and eliminate a Siren hovering near a treasure chest. *Under no circumstances should you open this chest!* It contains nothing more than a Hobgoblin card. The inscription on the nearby monument hints that this treasure is “not worth having.” The fact is, if you open the central chest, you won't be able to open the chest on the island just off the north side of the first bridge section. Trust us, it contains a much better treasure.



A Red Fairy hovers near the yellow Lightning Circle on the north side of the lower bridge level.

The Drawbridge Puzzle

If you haven't noticed yet, stepping on any of the Lightning Circles on the second section of the bridge lowers one of the four drawbridges. However, if you step off the Lightning Circle, the drawbridge goes back up. In order to hold the drawbridge down, you must throw a stationary Helper creature onto the Lightning Circle. A Helper of the color corresponding to the Lightning Circle will last longer.

To use the Helpers effectively, you must clear the area of all enemies. More enemies appear when you cross the drawbridge platforms to the east side. Shuffle the cards in your hand until you've prepared a Wood Affinity Helper card with a good life span, such as a Treant, and a Water Affinity Helper card, such as a Maelstrom. Also, prepare two strong Weapon or Independent cards of the Water type to deal with enemies.



Descend to the lower level and throw the Water Helper onto the blue Lightning Circle. Quickly run up the south stairs and throw the Wood Helper onto the green Lightning Circle. This should cause both portions of the

north drawbridge to lower. Cross to the eastern side, and move around until a Jade Giant appears and attacks. Defeat the monster quickly with two strong Water attacks, such as Dragon Knight cards. When the east side of the bridge is clear, throw two Fire Affinity Helper cards onto the red Lightning Circles. Helpers must be on *both* of the red circles just to lower half of the south drawbridge.



the yellow Lightning Circle to lower the remaining half of the south drawbridge. Head back to the upper level and cross the south drawbridge to reach the treasure chest, which contains a No.182 Devata card. This amazing Transform card enables Tara to travel underground.

The Final Section

Just inside the archway to the east of the drawbridge area, use the two horse-headed statues to open the final gate. Shuffle your powerful Water Affinity cards into your hand, such as Dragon Knights and Crystal Roses. You might encounter a Gold Butterfly fluttering around the area. Try to eliminate this creature before proceeding to the second half of the bridge section and triggering the boss fight.



BOSS FIGHT

CHIMERA

Attribute:	Fire
HP:	160
DEF:	5
Uniq. Skl:	N/A
Skills:	Bull Charge, ATK 36

The large creature isn't so difficult to handle by itself. However, matters are complicated by the appearance of other creatures during the battle. If you don't defeat the Gold Butterfly before you fight this boss, the creature slows Tara's movements sufficiently. Eliminate the Gold Butterfly as soon as possible, or use Gold Butterfly or Running Bird cards of your own.



Two Jade Giants usually appear with the Chimera. The two Giants run ahead of the Chimera to engage Tara first. As they approach, they move closer together. This is a good opportunity to use Crystal Rose attacks or Dragon Knight cards. Try to hit both Jade Giants at the same time to eliminate them quickly.

The strategy for defeating the Chimera is much the same as the Amber Dragon strategy. Run to the side of the creature until it performs a charging attack. If the charge misses Tara, you can attack from the side with powerful Summons and Weapon cards. Due to the speed of the creature, you might miss with delayed attacks, such as the Rock Hagan Summons or a Marid. Call upon Independent types, such as Undine, and attack from the flank while the multiheaded monster is distracted.

When the Chimera is defeated, the last portecullis drops. Continue east to the exit and complete the mission.



Available Cards

Bonus Cards	No. Available
No.046 Gold Butterfly	3
No.074 Siren	2
No.076 Chimera	1

Reasons to Return: Sarvan

Return to this stage with a Transform card that enables flight, such as Birdman or Garuda. Descend the stairs in the first section, and follow the path under the bridge to the north shore. Transform and fly across the water to the small island, where a treasure chest is contained inside a cage. Activate the nearby switch to lower the cage, and quickly open the chest. Inside is a No.127 Lucky Lion, a truly rare card that upgrades to a Behemoth. However, if you've already opened the chest containing a Hobgoblin card in this stage, the switch is inactive and you can't lower the cage.



Holzogh Town



Mission Objective: Holzogh Town

The Kendarie advance burns a path through rural regions, as well, consuming all in its path. Tara finds the unfortunate victims of Leod VIII's latest coup in the small town of Holzogh. Interaction with the townsfolk supplies important clues regarding the motivations of the Kendarie, as well as information about the town fountain. Fight your way through the remaining Kendarie forces to the exit in the south section of town. But use your cards wisely, because Leod might have cooked up a little surprise for Tara...

Map Legend

1.	No.168 Coal Treant
2.	No.007 Red Lizard
3.	No.062 Efreet
4.	200 Magic Stones
5.	No.096 Mind Flayer
6.	No.075 Salamander
7.	No.140 Poppun Charlie
8.	2500 Magic Stones
A.	Key to Fountain

Enemy Affinities

Fire	12%
Water	0%
Earth	0%
Wood	0%
Neutral	0%
Mech	88%

● Red Fairies ● Treasure Chest

Recycle the Mech Deck

Use the deck that helped you get through the Kendarie Fortress, and add a few strong Water cards to deal with the Coal Treants in the area. Add all of your Mech cards to the deck, as well as Player Spawns and Pixies. A couple of strong Summon cards that are economical in MP are helpful, too.

KENDARIE DESTRUCTION

Move forward to speak with a Red Fairy, and converse with the frightened children beside the road if you want. The Kendarie have left this village in poor shape, but plenty of useful treasure chests still remain. As you track down all the items marked on the maps at the start of this section, be sure to shuffle Player Spawn and Mech cards into your hand to protect yourself against the upgraded Aggressor DX5s that still patrol the town.



A blind old man standing beside the town road has an interesting story to tell.

One-Hit Mecha Death

Player Spawns continue to be immensely useful against Mech enemies. A single attack with a Player Spawn card, landing on the direct center of an Aggressor DX5, can eliminate the creature in one hit!

FOUNTAIN OF DEATH

Heading south from the entrance point, you're sure to spot a large fountain and a rather thirsty victim of the Kendarie massacre. The pump to fill the water fountain is located in the southwest corner of the first town section, but you need a key. In the northeast corner of the town, a dead body lies under a tall statue. Search the body to find the Key to Fountain.



Check the rubble against the east wall to find a hiding Red Fairy, who divulges the Elemental Victory combo.

Head to the southwest corner of the village area, and use the mechanism to fill the town fountain. Unfortunately, the Kendarie soldiers have poisoned the town's water supply, so the thirsty man is now dead. However, the water causes a No.096 Mind Flayer card to float to the surface of the fountain. Use the nearby deck point to regain your HP and insert recent additions into your deck.

STAIR GUARDIANS



A Kendarie TriBlaster, a stationary Mech that isn't too hard to disable, guards the stairs adjoining the two sections of Holzogh. However, at the bottom of the stairs is a Coal Treant. This creature reduces the abilities of your Flayer Spawns and other Fire and Water Affinity cards. Use Mech cards, such as Aggressor GL5 cards, to take out the Coal Treant, and collect the Magic Stones that fall. Then allow the Aggressors to follow you up the stairs to face the TriBlaster at the top.



En route to the stairs, speak with the Red Fairy hovering over the road for a helpful tip.

TriBlasters are difficult creatures to approach, due to the various arrays of homing missiles and bombs they fire. However, a TriBlaster can cover itself on three sides at the most, leaving a fourth side vulnerable. Send Aggressor GL5s into battle while you slip behind the TriBlaster with Flayer Spawn cards and other Weapon cards ready. Watch the firing pattern of the Mech, sneak into the vulnerable spot where no missiles or bombs are landing, and deliver the killing blow. A well-aimed shot with a Flayer Spawn in the exact center of the TriBlaster can destroy it in one hit.

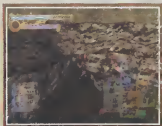


SOUTH SECTION OF TOWN



Don't miss this switch just inside the gates of the second town section.

Just inside the gates of the southern section of Holzogh, search the wall to the left for a switch that closes the iron gates. This allows access to the eastern area, which is mostly blocked by rubble. A treasure chest in the northeast corner of the enclosed area contains 2500 Magic Stones. Examine some rubble in the southwest corner to find a hidden Red Fairy.



Shuffle your deck so that your Pixie, Aggressor GL5, and Flayer Spawn cards are ready. Proceed west across the south section of Holzogh until Tara encounters Leod and his thugs once more.

LAZERBUG 39K

Attribute:	Mech
HP:	240
DEF:	8
Uniq. Skl:	N/A
Skills:	Search and Zap, ATK 24

TRIBLASTER (X2)

Attribute:	Mech
HP:	84
DEF:	6
Uniq. Skl:	N/A
Skills:	Chrono Killer, ATK 54, Jet Rag, ATK 42



Leod flees and leaves three oversized toys for Tara to play with. The boss confrontation isn't over and the mission isn't complete until you eliminate all three enemy creatures.

Run around the outskirts of the trio so that the advancing LazerBug 39K gets turned around and collides with its own comrades. The creature is too large and uncoordinated to squeeze between the two Triblasters, so Tara is safe for the moment. The LazerBug's attacks slice through one of the Triblasters first, damaging it.



The most effective method is to take out the Triblasters first so you have more room for maneuvering around the LazerBug. It doesn't hurt to sic both a Pixie and an Aggressor GL5 onto each of the Triblasters, even though this leaves Tara vulnerable. While the Independent creatures are taking out the two stationary Mechs, move carefully around the area and look for safe opportunities to pick up Magic Stones. Raise your MP to the maximum in preparation for your final bout with the LazerBug.

After the Triblasters fall and fade, the LazerBug moves in to attack. As usual, you should use an Independent creature, such as a Pixie or Aggressor GL5, to distract the boss while Tara runs behind the Mech and zaps it with Flyer Spawn attacks. The LazerBug has a tendency to refocus its aggression on Tara, so you might find a Gold Butterfly card useful. The movements of the LazerBug are slowed down, so it's less likely to dodge attacks from Pixies and Aggressors. If Tara runs low on Hit Points or Magic Points, move east toward the ruined structures to find a Blue Fairy buzzing about.

Available Cards

Bonus Cards	No. Available
No.054 Wizard	3
No.188 Coal Treant	2
No.153 LazerBug 39K	1

Reasons to Return: Holzogh Town

After escaping from captivity in the upcoming Royal Tower, Lower stage, return to Holzogh and speak with the new citizen who appears in the middle of the road in the first section of town. He speaks about Obenoix Gorge, and the side quest area becomes available on the World Map.

If you haven't yet learned the location of the Krasheen Mountains stage, another man appears near the entrance gate of town. He tells you where the Krasheen Mountains are, and the stage appears in the Wyht region. You can also obtain this information from a soldier standing outside Alanjeh Castle after escaping from and returning to Royal Tower, Lower stage.



PLAINS OF ROWAHL



Mission Objective: Plains of Rowahl

The relatively barren lands outside the kingdom of Alanjeh contain the discards and relics of a monumental battle between the Kendarie and the creature forces of Queen Rashiannu. The area also triggers vague memories that haunt Tara as she makes her way across the plains. The lone Kendarie sentry should be easy to dispatch. Take the key he holds. After you unlock the Kendarie barrier on the plains, Tara encounters yet another mask-wearing card master. Afterward, it looks like Tara's days of wandering alone are finally over...

Map Legend

1.	No.165 Devil Plant
2.	No.010 Sand Golem
3.	No.131 Dao
4.	No.080 Night Mare
5.	No.012 Man Trap
6.	700 Magic Stones
7.	No.050 King Mandragora
8.	1000 Magic Stones
9.	No.104 God of Destruction
10.	1000 Magic Stones

Enemy Affinities

Fire	11%
Water	0%
Earth	35%
Wood	42%
Neutral	12%
Mech	0%

● Red Fairies ● Treasure Chest

A Deck for the Plains

Assemble a deck with equal portions of Wood and Earth cards. Be sure to include plenty of Independents to fight alongside Tara against large numbers of opponents at a time. With more than one card master in this stage, insert anti-Runestone cards, such as Phooka, LazerBug 39K, and the Demon Swordsman if possible. See the Bhashca Castle section of Chapter 8 of this guide, "Side Quest Missions," to learn how to obtain a Demon Swordsman card.

PERILOUS FLATLANDS

Follow the mysterious young girl onto the plains until a short cut-scene ensues. Afterward, look around the expansive area to find a couple of treasure chests and a deck point along the south wall of the plains. Move forward to meet a Red Fairy, and then head south.



While moving toward the treasure chests, which contain a No.165 Devil Plant and a No.010 Sand Golem, you'll very likely run into these same creatures as enemies. Use the deck point to place these cards into your deck for immediate use. Use Devil Plants and Sand Golems of your own to prevent the enemies from surrounding Tara. The wildlife might also surround your creatures rather quickly, so lend a hand by sneaking up behind the enemies and attacking with the proper Weapon cards.

The Key Master

Near a mostly empty Kendarie encampment, a lone Kendarie card master waits vigilantly.

Huge Kendarie gates block the north part of the plains, and this soldier holds the only key. He fights and uses cards the same way as the three

Runestone users you encountered at the Kendarie Fortress. Try to use Independent and Weapon cards to inflict poison or slow conditions upon him, and generally surround him with your creatures. When you've defeated the Kendarie, Tara finds the Castle Gate Key. Now you can open the gates and proceed into the north area of Rowahl.



Check the crates and the extinguished campfire near the Kendarie huts to find some clues.

CATAPULT LAUNCH



Instead, move to the center catapault and launch it. The projectile destroys the burned-out husk of the Mech creature that prevents access to the treasure chest underneath it. You can now open the chest to receive a No.131 Dao card. You should return to the deck point and insert this card into your hand before the upcoming boss encounter.

Arranged diagonally across the plains are two Kendarie catapaults. Launching the southernmost catapault will annihilate the catapault in the center of the plains. *Under no circumstances should you launch the southern catapault!* If you do, there's no way to access the treasure chest in the northwest corner of the main area. You'll have to reset your game and start over from your last save to get another chance.



Examine the torso of the dead Sand Golem, half-buried in the ground, to find a hidden Red Fairy.

NOMAD ON THE PLAINS

Use the Castle Gate Key to open the massive gate barring access to the northern part of the plains. A Red Fairy usually flies around the area just beyond the barrier. If you want to end your mission right away, simply head east until Tara meets up with Sol. However, another of the bizarre cultists and two treasure chests are located at the western end of the north path. Defeat the Unknown Man to obtain his Elise Runestone. Inside the two chests are a No.012 Man Trap and a No.080 Night Mare.



BOSS FIGHT

UNKNOWN MAN

Attribute:	Neutral
HP:	160
DEF:	10
Uniq. Skd:	N/A
Skills:	Cards

As previously mentioned, defeating the Unknown Man on the Plains of Rowahl is not necessary to finish the current mission.

However, it's essential to the completion of the Isamat Urbur side quest, which you must do before entering the Royal Tower if you want the "good" ending of the game. Before moving in to engage this powerful enemy, shuffle your deck so that plenty of Wood cards are ready to use.



The Unknown Man at Rowahl is difficult to attack because of his frequent use of Skeleton and Carbuncle cards. While the card master and his creatures are gathered in a tight-knit group, you can use Nueh or Amber Dragon Summons to knock out the two creatures and sufficiently damage their master. If you manage to eliminate the Carbuncle, quickly move in and toss a Phooka near the Unknown Man. One hit from this creature will prevent your opponent from using any of his cards more than once. Use other Independent creatures simultaneously to protect your Phooka Helper. Failing that, the Demon Swordsman card is extremely useful in disabling the Unknown Man's card-using abilities.



If Tara takes a large amount of damage, toss out a few Independent creatures to cover your tracks while you move a few yards to the east and use a Rheeus to recover quickly. Preferably, you can repeat this operation more than once. This Rimestone master is quite a bit more deadly than any you've encountered previously.

Choose Your Ending!

There are two outcomes to the game. If you've completed the side quest mission at Isamat Urbur and obtained the Stone of Sealing, you view the "good" ending of the game. If not, you view the "sad" ending of the game. There's still a chance to get the "good" ending, but you must proceed no further until you visit Isamat Urbur and complete the mission associated with that location. For more information, turn to Chapter 8 of this guide, "Side Quest Missions."

Available Cards

Bonus Cards	No. Available
No.010 Sand Golem	3
No.077 Goblin Lord	2
No.132 Manticores	1

Reasons to Return: Plains of Rowahl

A second mission occurs in the Rowahl area. Details about additional items and hard-to-reach locations are described later in this guide, during the second mission walkthrough.

ALANJEH CASTLE



Mission Objective: Alanjeh Castle

Reunited with Sol, Tara now has an ally to help her carve a path through the Kendarie mechanized forces. However, unless the two work very closely together, the heroic young man could end up being more of a burden to Tara than a benefit. After learning the plans of the Kendarians, the duo has just 10 minutes to race through the obstacles in the fields on the way to the castle. If time runs out, or if Sol falls in battle, the mission ends abruptly. Yet, even if Tara and Sol do manage to reach the castle gates in time, the Queen's reception might not be what they expected...

Map Legend

1.	100 Magic Stones
2.	No. 167 Dark Treant
3.	No. 163 AcidBot
4.	No. 146 Gizmolizer
5.	No. 019 Fairy
6.	1000 Magic Stones
7.	No. 190 Boom Monkey

Enemy Affinities

Fire	0%
Water	0%
Earth	8%
Wood	4%
Neutral	0%
Mech	88%

● Red Fairies ● Treasure Chest

Back to the Mech Deck

The same deck that helped you get through Holzogh Town should be fine for this mission, as well. You'll probably want to strengthen your deck with any new Mech cards you've acquired, such as LazerBug 39K. Make copies of Flayer Spawn and Pixie cards if necessary, as well as Aggressor GL5 Mechs. Include a small number of strong Fire cards in your deck to fight some of the wilder vegetation growing in this area. Add the Decoy Pillar card to your deck, and keep a Hell Hound or Cerberus card handy, too.

RACING THE OMIN

Move forward to speak to a Red Fairy who bears some very sound advice: If you navigate widely around the Mech enemies in this stage, they won't mobilize or attack. With only 10 minutes to reach the castle gates and defeat the enemies there, you must avoid getting tangled in long battles with multiple foes. Open the nearby chest to get 100 Magic Stones, and proceed to the nearby gates.



Although the deck point may seem a little out of place at this early stage of the mission, at least you can return here if things aren't going well or you need to insert new cards into the deck. Activate the switch to the left of the gate to open the double iron doors. A 10-minute countdown starts before the Kendarian army invades.

Additionally, Sol must remain alive, or the mission fails. Sol isn't much help in completing this mission, and if you're not careful, he can be a big hindrance. Sol attacks everything in range, whether the foe poses a danger or not. If Sol attacks something, you must go back and fight by his side to defeat the enemy. Otherwise, he'll fight alone and lose a lot of Hit Points. Because of the time limitation, you cannot afford to spend time fighting each group of enemies, using one card at a time to attack, as you might normally. Treat each encounter as though it were a boss fight, using four cards at a time to help defeat enemies.





Finally, when you reach the castle gates at the north end of the area, Sol must be by your side and not engaged in battle. This means that you both must take out that incredibly tough last set of enemies together, and still have enough time remaining to move in front of the castle gates. Be prepared to restart this mission several times!

GATEO TREASURES

Head straight into the field from the entranced gates, and continue forward until you find a gate bearing a blue insignia. Treasure chests are visible behind it. To the right side of the gate is a low ledge. Use a Transform card, such as the Hell Hound, to jump onto the ledge. Greet a Red Fairy, who informs you of the **Hogging** the Action combo. Hop down behind the gate and open the two chests to receive a No.163 AcidBot card and a No.167 Dark Treant card.



Another Way Through the Blue Gate



If you don't have a Transform card handy, there's a blue Lightning Circle that opens the gate on the far-east side of the stage, behind a Dark Treant. Use a stationary Helper card on the Lightning Circle to hold the gate open.

TWO DANGEROUS PATHS

As you move east from the blue-crested gate, Sol is certain to engage a Gizmolizer and several MechLance SL robots. The Gizmolizer should be easy to disable with a single well-aimed Player Spawn attack. The MechLances are a different story. Use Independent creatures to distract the Mechs if possible. Try not to take on the Mechs directly. If you see one moving to attack Sol, run up and attack it from behind with a Weapon card.

Once you and Sol have successfully dismantled the Mechs, you have a choice of paths. The short path leads directly through the nearby gate, marked with a red crest. Step on the nearby red Lightning Circle to open the gate, and run through quickly. Even if Sol is caught on the other side of the gate, he steps on the Lightning Circle to open it up for himself. However, as you proceed north, a Dark Treant and two Barometz creatures materialize and attack. These monsters are stationary and aren't hard to dispose of, but they all respawn quickly when the last member is killed. When only one monster remains, lead Sol away from them or he'll stay and fight.

Instead of going through the gate, you can continue east and fight another group of MechLance SLs. Beyond this group, against the east wall of the area, is a chest containing a No.146 Gizmolizer card. Just above that is the blue Lightning Circle. Continuing north along this path, Tara and Sol must destroy a Claws-R-Us and a Gizmolizer to proceed. As you can see, both paths require a great deal of fighting.

Be Sol's Bodyguard

Remember that you can restore Tara's Hit Points by using the deck point or cards that heal. Sol can be healed by a Rheebus card. If you get a chance to prevent Sol from taking damage at any time, move directly in front of the enemy and take the blow yourself.



BREAKTHROUGH



Where the two paths converge, there's a chest containing a No.019 Fairy card. Hack your way through more Mech defenders until you reach the bridge. If you've made it this far, the stationary bridge defenders should be no trouble. Before crossing, throw a MechaPult card on the south side of the bridge. This should be helpful in the following battle.



On the opposite side of the bridge, Tara and Sol come up against three MechLance 5Ls simultaneously. Just when the MechLances are crowding around Tara for the kill, wipe out two or more of them at a time by using a LazerBug 39K or another powerful Summons.



At some point after you set foot upon the north side of the bridge, two Chariobots appear and join in the assault. These rolling Mechs can bulldoze right through Tara, Sol, and any creature allies in its path. When the Chariobots appear, it's a wise idea to retreat onto the bridge. In the narrower space, the Chariobots have less room to maneuver and you have more opportunities to hit them with Flayer Spawn cards and other swift Weapon cards. The Hell Hound card also allows Tara to move as swiftly as the Chariobots, and to cause sufficient damage while transformed.



If you have enough time remaining after the chaos settles to continue exploring, move left from the castle gates to find a chest containing 1000 Magic Stones. A Red Fairy usually hovers near the riverside, just east of the top of the bridge. Move toward the castle gates, wait for Sol to move beside Tara, and open the gates to complete the mission.

Available Cards

Bonus Cards	No. Available
No.183 Barometz	2
No.147 MechLance 5L	2
No.201 Claws-R-Us	2

Reasons to Return: Alanjeh Castle

In your haste to reach the castle gates within 10 minutes, you would be wise to skip collecting any treasures. A return trip to the Alanjeh Castle grounds would be a better time to gather items, but Tara must fight alone.

Return to this stage with a Transform card, such as a Birdman. Just east of the bridge near the castle gates, a section of the chain rope barrier running along the river is broken. Fly across the river to the south side, where a chest contains a No.190 Boom Monkey card.

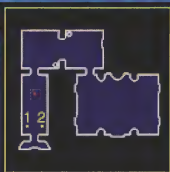


Royal Tower, Lower

Mission Objective: Royal Tower, Lower

Locked inside the castle and stripped of her Runestone, Tara is now powerless against the oncoming Kendarie forces. The weaponless heroine must navigate through the castle and lead Sol to safety.

Ignore and outmaneuver any enemy creatures that attempt to engage Tara or Sol. Find a way out of the castle and locate the missing Runestone. Only then can Tara defeat the Kendarie creatures blocking her exit.



Map Legend

1. No.026 Carbuncle
2. No.117 Sprite

Enemy Affinities

Fire	0%
Water	0%
Earth	0%
Wood	0%
Neutral	0%
Mech	100%

● Red Fairies ● Treasure Chest

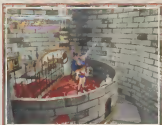
Editing in Captivity

Although you're locked inside the Royal Tower and unable to visit any other locations, you can still edit your current card deck or create a new one. The deck you used to clear the previous mission is still suitable. Just be sure to include any powerful new Mech bonus cards you've obtained recently.

FLEEING CAPTIVITY

Escape through the left door in the tower foyer, head toward the gates blocking the path, and pick up the golden ball on the floor to the right. Put the ball on top of the nearby pillar to open the gate spanning the chamber, then continue through the dining area and open the south door.

Meet a Red Fairy in the short corridor, and open the two chests at the far end to obtain a No.026 Carbuncle and a No.117 Sprite. Board the elevator and throw the switch. Even if Sol isn't standing on the lift platform when you throw the switch, he'll materialize next to Tara during the ascent.

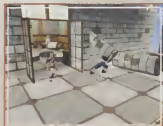


LIBRARY MEMORIES

On the second floor, a Red Fairy hovering between the armored suits reveals the Air Raid combo. Inside the library, you can glean some of the history of Argwyll by examining the central bookshelves. A portrait hangs above the corner fireplace, depicting the former Queen and her children. Examine this area to view an extra cut-scene.



THE QUEEN AND THE BEAST



Head right from the staircase landing, greet a Red Fairy, and open a chest containing the No.072 Tiger Mage card.

Exit the library through the open doors, and ascend several sets of stairs to the top. Another cut-scene occurs inside the royal bedroom. Afterward, Tara appears on a balcony covered in rubble. Move toward the stairs and examine the fallen pillar. Sol smashes the pillar, and you can then continue downstairs.

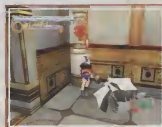
RESCUING SOL FROM HIS OWN BRAVERY

Enter the double red doors beneath the stairs and ride the elevator back down to the first floor. In the center of the corridor is a golden globe. Pick up the globe and proceed through the next door into the dining area.

Damage has blocked the gate in the dining area again, and a LazerBug 39K fires slow-moving laser beams through the bars while Tara and Sol remain trapped. Quickly move

toward the column on either side of the gate, and place the golden globe on top. Another golden globe has rolled into the southwest corner of the room. Retrieve it and set it atop the other column to open the gate.

Sol moves forward quickly to fight the LazerBug 39K. However, without the Runestone, Tara cannot help him survive the fight. Exit the dining room quickly, avoid the enemies in the foyer, and continue through the easternmost doors through the east hall. Continue down the corridor and board the elevator. Just as before, when you press the switch on the lift platform, Sol materializes by your side. This is the best way to keep him from dying in combat and causing a mission failure.



TEARS ON THE TERRACE

Go outside to the second floor terrace, and move past an Aggressor DX5. Sol can handle this lone enemy, with a little help from Tara. Go up the stairs on the right, behind the twin TriBlasters. Examine the crumbling columns on the level above the bombers. The heavy columns fall on the enemies below, obliterating them. Continue south across the terrace, and enter the destroyed tower.



Parting with Sol

What you see during this cut-scene depends on whether or not you've obtained the Stone of Sealing from the Isamat Urbur side quest. If so, the eventual outcome of the game will be the "good" ending. If not, it will be the "sad" ending.

CRASH LANDING

Crashing into the courtyard outside the Tower, Tara finds and equips her Runestone. The timing couldn't be better, because two large Mech creatures don't want her to escape from the Tower alive!



BOSS FIGHT

LAZERBUG 39K

Attribute:	Mech
HP:	240
DEF:	8
Uniq. Skt:	N/A
Skills:	Search and Zap, ATK 24

Having defeated a LazerBug in Holzogh, you should have some idea of what to expect. The greatest difficulty is shuffling your cards correctly to suit the situation, due to the lack of time to prepare beforehand.

Use the debris in the small courtyard to your advantage. Position Tara on the opposite side of the fallen stones to keep the LazerBugs from pursuing her closely. Use this brief opportunity to shuffle several Pixie, Flyer Spawn, and Mech cards into your hand as quickly as possible. Zoom out the camera view using the G Stick to get a better perspective on the enemies' slow-moving projectile attacks.



Avoid the LazerBugs until your cards are ready, and then launch at least two Independent creatures. While the twin Mechs duke it out with your cavorting creatures, sneak behind them and attack with Flyer Spawns and other strong Weapon cards. A well-placed Red Dragon Summons, using the Fire Breath attack, can easily wipe out both creatures in a single blow! Likewise, any Mech Summons, such as Gizmolizer or LazerBug 39K, can handle the job easily.



Available Cards

Bonus Cards	No. Available
No.202 TriBlaster	4
No.175 Chariobot	2

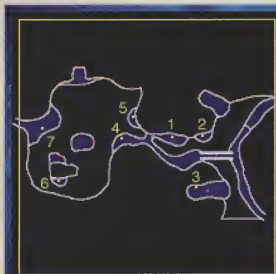
ROYAL TOWER RE-ENTRY



Following your harrowing escape from the Royal Tower, it's probably the last place you want to be. However, without any new locations opening up on the World Map, you must go back to find clues.

Re-enter the Royal Tower, Lower and speak with the nearest soldier outside the entrance. The other soldier volunteers additional information. Thereafter, the Krasheen Mountain stage appears when you enter the World Map.

KRASHEEN MOUNTAINS



Mission Objective: Krasheen Mountains

Having learned the whereabouts of Queen Rashiannu from the citizens of Alanjeh, Tara must cross the treacherous mountains bordering the Wyht region. A petrified creature blocks the passage through the high-altitude cliffs and orders Tara to free it from captivity. Using the Transform card the creature provides, you must fly to unreachable areas of the mountain range and destroy the three magic globes that hold the monster in captivity. However, when Tara frees this creature, will it show any gratitude?

Map Legend

1.	No.057 Birdman
2.	No. 119 Charadrius
3.	No.057 Birdman
4.	400 Magic Stones
5.	No. 188 Acid Dragon
6.	No.220 Earth Moray
7.	1000 Magic Stones

Enemy Affinities

Fire	27%
Water	0%
Earth	15%
Wood	31%
Neutral	27%
Mech	0%

● Red Fairies ● Treasure Chest

Long-Range Deck

For the most part, the affinity percentages on this stage are inconsequential. You'll encounter mainly flying enemies, requiring you to stock up on Weapon cards with enough range to strike foes that are floating some distance away from the ledges. This includes cards such as Banshee, Seythe Beast, Crystal Rose, Dark Raven, Marid, Dao, Efreect, etc.

To deal with boss enemies, include a few medium-range Weapon types, such as Ghost Armor, Chaos Knight, Death, Wraith, Dragonoid, and Sparto. Flying Independents, such as Horus and Gargoyle, are also useful, mainly to draw enemy fire. Avoid depending on Summons cards, since most flying foes are agile enough to dodge delayed attacks.

Interested in a rare card? Bring several Capture Cards as well, to reign in a truly powerful card.

Finally, you should leave room for three important cards found during this mission.

New Shopping List!

In recognition for your efforts to free yourself from captivity in the Royal Tower, the Card Shop in Kadishu has an all-new inventory of cards.

Kadishu Card Shop List 3

Card	Price
No.147 Mech.Lance SL	150G
No.052 Crystal Rose	270G
No.010 Sand Golem	300G
No.082 Rheebus	450G
No.178 MechaPult	480G
No.122 Death	540G
No.082 Rheebus	450G
No.021 Catoblepas	900G
No.040 Mole Monster	999G
No.049 Sea Monk	1440G

DANGEROUS ALTITUDE

Fight enemies as you proceed along the path, and cross the chasm over the wooden bridge. Pick up a Red Fairy along the way. Continue past the deck point and keep moving west until a cut-scene starts. The petrified creature demands that Tara free it. With a highly threatening voice, it gives Tara the No.057 Birdman card.



Return to the nearby deck point and insert the new Transform card into your deck. Become the Birdman, and fly directly across the gorge from the deck point to a chest containing a No.119 Charadrius card. You can open the chest while transformed.

GLOBES OF CAPTIVITY



To free the petrified creature, you must destroy the blue globes that are held by three birdlike statues in the Krasheen Mountains. Continue flying to the next ledge, and defeat the enemies there as needed. If your battles don't do the job, use a Weapon card to destroy the blue globe held by the bird statue. Open the chest to the left to obtain another Birdman card, and use the nearby deck point to insert it into your deck.

You must be economical with your Birdman transformations, since the chasms are so wide throughout Krasheen. Fly back to the south ledge, return to normal form, and run across the wood bridge back to the starting point.



Transform and fly across the chasm to the cave across from the beginning area. Welcome a Red Fairy, open the nearby chest for another Birdman card, and use a Weapon card to destroy the globe held by the statue. Transform and fly back to the east embankment. Return to the deck point and insert your new Birdman card into the deck.

The final blue globe is in the cave across the chasm from the northeast exit of this stage. Gorgons roam this cave, so use an Evil Eye to prevent status condition effects on Tara and her Independents. Finally, destroy the blue globe held



by the statue and fly back to the east bank.

Once you've destroyed all three blue globes in this stage, it might be a wise idea to abort your mission and start over. You've probably fought quite a few aerial foes by now, and you may have few cards remaining. Whenever you're ready, return to the area where the petrified creature last spoke to Tara. A new cut-scene unfolds.

BLACK DRAGON

Attribute:	Neutral
HP:	240
DEF:	7
Uniq. Skl:	N/A
Skills:	Black Breath, ATK 35, Black Charge, ATK 42

Although the Black Dragon is a powerful creature and a respectable foe, it's also slow-moving and sometimes an easy target. If all you want is to do is defeat the Black Dragon and move on, the Red Dragon or Brine Dragon Summons cards can do it in a single attack. Defeat the secondary enemies to get them out of the way, wait until the Black Dragon rears back to attack, and then call upon your dragon for deliverance.



If you examine the list of available bonus cards for this mission, you'll notice that your chances of obtaining a Black Dragon card are extremely slim. Even with a three-star rating, you'll probably end up with several Gorgon cards. The best way to ensure that you obtain this powerful card is to capture the Black Dragon during this important opportunity. To do this, you must reduce its HP bar to the very slightest sliver. The Capture Card attack does only 10 HP of damage if you're lucky. Therefore, the trickiest part of this battle is to damage the monster as much as you can without destroying it.



First, contend with secondary enemies, such as Gargoyles that appear during the battle. Use strong weapons like Marid to dispatch these Fire creatures quickly, then toss out Independent flyers, such as Horus, Lamassu, Poppun Charlie, and Gargoyle. Wait until the Black Dragon attacks your creatures, and then move forward and attack with powerful Weapon

cards, such as Chaos Knight, Ghost Armor, or even the Demon Swordsman if you have it. If your Independents are damaging the boss very swiftly, discard them from your active hand. When the monster's HP bar is very small, use weak Weapon attacks, such as Scythe Beast and Crystal Rose to knock the bar down to just a sliver. You want to leave only a dot of red in the HP bar before you attempt a capture. If your Magic Points are running low, don't forget to open the chest on the ledge containing 400 Magic Stones.

When you're ready to throw your card, make sure that Tara is in good health, then run after the Black Dragon until it turns and moves to attack Tara. Use the Capture Card just as the beast is rearing back to dive or breathe fire. You'll probably take a little damage, but it's worth it to snag one of the best Independent creature cards in the game!

If this method doesn't work, abort your mission and try again. Once you've defeated the Black Dragon, there won't be a second chance at this card again until you've completed Story Mode!

Available Cards

Bonus Cards	No. Available
No.099 Black Dragon	1
No.192 Gorgon	2
No.177 Gargoyle	3

Reasons to Return: Krasheen Mountains

The main mission ends when you've only just breached the second part of the level. You can return to Krasheen immediately, with Birdman cards in your possession, and continue exploring the remaining cliffs. Use the maps provided at the beginning of this section to locate additional chests and Red Fairies in hiding.

GRENFOEL CATHEDRAL

Mission Objective: Grenfoel Cathedral

Among the survivors of the Kendarian attack on Alanjeh, Tara at last has a chance to speak with Queen Rashiannu. Find her in the library, and get permission to rescue the citizens from the Kendarie and the awesome power they've awakened.

Map Legend

- | | |
|----|-----------------------|
| 1. | 2000 Magic Stones |
| 2. | No.085 Vampire |
| 3. | No.089 Plague Rat |
| 4. | 500 Magic Stones |
| 5. | No.170 Gravity Pillar |

● Red Fairies ● Treasure Chest

A SOLDIER'S GREETING



Move downstairs and speak with the first soldier to obtain the **Jewel of Alanjeh**. The jewel acts like a key to the storehouse on the Plains of Rowahl. This is really all you need to do at Grenfoel Cathedral in order to proceed with the game, but you shouldn't miss out on the helpful items here.

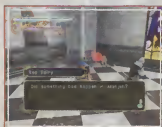
SECRET OF THE MAIDENS

Examine the four maiden statues on either side of the pews. As you examine each statue, it turns to face the west wall. After you've turned all four statues, move to the spot where they're all looking, just to the left of the column against the east wall. A portion of the wall slides away to reveal a secret chamber! Inside, collect two **Red Fairies** and open the two chests to gain **2,000 Magic Stones**, a **No.089 Plague Rat** card, and the awesome **No.085 Vampire** card.

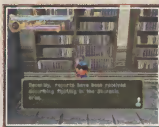
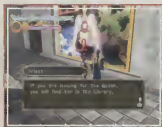


THE LIBRARY

Head to the alcove west of the dais to encounter a **Red Fairy** and two chests containing **500 Magic Stones** and a **No.170 Gravity Pillar** card. Another **Red Fairy** waits for Tara in the area to the east of the pulpit.



When you're done speaking to the survivors in the cathedral, enter the double doors next to the portrait of the God of Harmony, and continue into the library until a cut-scene begins between Tara and Rashiannu. A Red Fairy waits in the west aisle, and there are interesting books that you can read to gain insight about the history of Argwyll.



Examine any of the bookshelves on the north wall to read a volume revealing the location of the Temple of Sharacia side quest.

Grenfoel Card Shop



Exit the library and go through the double doors to the left of the god's portrait. The Grenfoel Card Shop has an inventory of useful new cards with fantastic upgrades. Buy as many of these cards as you can, and start gathering experience points immediately!

Grenfoel Card Shop List

Card	Price
No.142 Baby Dragon	126G
No.048 Gold Butterfly	180G
No.031 Running Bird	240G
No.042 Lycanthrope	375G
No.119 Charadrius	450G
No.117 Sprite	480G
No.114 Napalm Beast	900G
No.104 Cereberus	1500G
No.080 Night Mare	1800G
No.096 Mind Rayer	3600G

PLAINS OF ROWAHL— ROYAL STORAGE HOUSE



Mission Objective: Plains of Rowahl—Royal Storage House

With the permission of Queen Rashiannu, and wielding the Jewel of Alanjeh, Tara must return to the dangerous Plains of Rowahl and obtain the God of Destruction card from the royal storage house. Only then can she disable the mechanism that's preventing access to Alanjeh Castle.

Map Legend

1.	No.165 Devil Plant
2.	No.010 Sand Golem
3.	No.131 Dao
4.	No.080 Night Mare
5.	No.012 Man Tra
6.	700 Magic Stones
7.	No.050 King Mandragora
8.	1000 Magic Stones
9.	No.104 God of Destruction
10.	1000 Magic Stones

● Red Fairies ● Treasure Chest

Enemy Affinities

Fire	11%
Water	0%
Earth	35%
Wood	42%
Neutral	12%
Mech	0%

Back to the Flatlands

If the deck you used to clear the Plains of Rowahl is still available, you're good to go. Be sure to include recent additions to your Wood cards, such as Horus, as well as Birdman or Garuda and several extremely strong Water cards.

INCREASED HOSTILITY



Check the broken catapult in the northeast corner of the plains, near the entrance, to find a hidden Red Fairy who whispers the Goblin Guts combo to you.

Crossing the plains, greater numbers of enemies oppose Tara. In addition to the usual Devil Plants and Sand Golems you encounter here, giant Manticores sometimes appear now that you've returned for the God of Destruction card. Strong Water cards, such as Charadrius and Marid should help you clear the path to the Queen's storehouse near the south ridge.

WESTERN RIVER PASSAGE

Head to the empty Kendarie encampment in the southwest corner of the plains, transform into a Birdman, and fly across the river to the opposite bank. A treasure chest there contains **700 Magic Stones**. Having a full supply of MP is a good thing, since you must transform for flight quite often to reach the source of the river.

Continue to fly west above the water's surface, and curve north. As you can see, the trip up the river is quite long. If you must use slow-moving Birdman cards to fly, you can land on the banks along the left side of the river periodically and use a different Birdman with a full lifespan. That way you can make it to the treasure chest at the north end of the stream. A Garuda card, however, enables you to make the trip much faster.

The chest at the top of the stream contains the valuable **No.050 King Mandragora** card. If you don't have any Birdman cards left and can't return to the plains, just abort your mission to exit the area.



THE GOD CARD



The royal storage house is the small building at the south end of the plains, next to the deck point. Examine the door, and Tara uses the Jewel of Alanjeh to enter. Sand Golems guard the storage house, so use Wood Independents and Weapon cards to eliminate them.

The god card floats above the altar inside. Before taking the card and ending your mission, open the chest on either side, each of which contains **1,000 Magic Stones**. Then take the **No.104 God of Destruction** card from the altar.



Available Cards

Bonus Cards	No. Available
No.010 Sand Golem	3
No.077 Goblin Lord	2
No.132 Manticore	1

Royal Tower, Lower— Breaking The Seal

Mission Objective: Royal Tower, Lower—Breaking the Seal

The God of Destruction card focuses the power of all four elements, causing a simultaneous attack of all four affinities. The attack destroys all four of the Kendarie's globes, reopening the castle for Tara. Sol has been fighting all this time, and only fate pre-determined by you can tell if his efforts have succeeded or failed. Navigate through the tower ruins to reunite with your partner.

Enemy Affinities

Fire	4%
Water	4%
Earth	4%
Wood	4%
Neutral	0%
Mech	84%

● Red Fairies

Specializing for the Tower

Switch back to your deck of cards best suited against Meechs, and add the God of Destruction card. This card is required to enter this stage. Be sure to update this deck by inserting new Mech, Neutral, and anti-Mech cards, such as Flyer Spawn, Pixie, Nueh, Acid Dragon, Acid Cloud, and AcidBot. Also bring at least one Birdman, Garuda, or some other type of card that enables flight. Finally, bring a card that enables jumps, like Hell Hound.

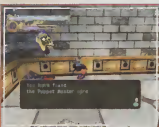
Blow Down The Doors

On the path to the quadruple-sealed doors of the castle, check the small pile of rubble to find a Red Fairy, then walk up to the doors and use the God of Destruction card to enter.



Using the God of Destruction will very likely consume all of your Magic Stones, and even some of your health. Move around the foyer, dodging Mech enemies, and grab the Blue Fairies until one refills your Magic Points. You should now be ready to conduct business as usual.

RETAKING THE CASTLE



After you've restored Tara's Magic Points, move through the foyer into the east hall, and go through the door on the left into a small courtyard area. Use a flight card to transform, and glide across the water to the west side. The Red Fairy waiting for you there reveals the **Rotary Death** combo.

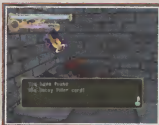
Open the treasure chest in the corner of the courtyard to obtain a **No.088 Puppet Master** card. Another chest in the opposite corner contains **1,000 Magic Stones**.

Fly back across the courtyard, re-enter the hall, and cross to the east door. Defeat a **LazerBug 39K** on your way to the elevator, then ride the lift to the second floor.



THE COURSE IS SET

Go out to the patio area, and jump onto the ledge on the left to open a chest containing a **No.102 Decoy Pillar** card. Remain transformed, jump down, and run along the left side of the patio to the next double-jump ledge. Atop this rise is a chest containing a **No.066 Fire Gargoyle** card.

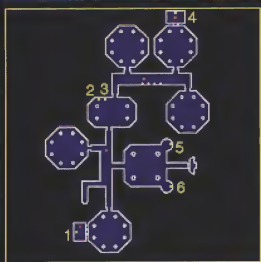


As you approach the destroyed walls at the south end of the patio, you find Sol. If you gave Sol the Stone of Sealing, he's still alive. Eventually you'll see the "good" ending of the game, involving Sol. If you didn't have the Stone of Sealing to give him at the time, you get a short cut-scene with the "sad" ending, which does not involve Sol. Head inside the double doors beside Sol to complete the mission.

Available Cards

Bonus Cards	No. Available
No.202 TriBlastor	4
No.175 Charibot	2

Royal Tower, Middle



Mission Objective: Royal Tower, Middle

Tara has re-entered Alanjeh Castle with the intention of reclaiming it from the Kendarie. Although Leod VIII accomplished what he set out to do, his methods of obtaining utter domination are now haunting him. Fearing the wrath of the overwhelming creature he brought with him, Leod has encased himself inside an impenetrable force field powered by a large device. The switches that control the force fields are in separate rooms on the same level, and an overwhelmingly powerful guardian protects each room. You must defeat these bosses in order to deactivate the switches and render Leod helpless. Yet, even after you've accomplished such a monumental task, have you mastered the cards well enough to defeat the Kendarie leader?

Map Legend

1.	No.073 Hydra
2.	No.082 Rheebus
3.	1000 Magic Stones
4.	No.086 Sphinx
5.	No.008 Unicorn
6.	No.003 Red Dragon

Enemy Affinities

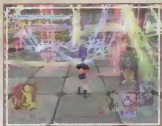
Fire	4%
Water	4%
Earth	4%
Wood	4%
Neutral	8%
Mech	76%

● Red Fairies ● Treasure Chest

Time for the Power Deck

Don't pay attention to the enemy affinities when assembling your deck for this mission and the next. There's a boss of each affinity except Mech on this level. You must deal with Leod VIII, who uses Mech cards of his own. Construct a new deck of your most powerful cards. The ideal deck contains mostly Independent and Weapon cards of the four elemental affinities: Fire, Water, Earth, and Wood. Bring along several strong and economical Neutral cards, as well. Be sure to include several Stone Golem, Sand Golem, Decoy Pillar and Gravity Pillar, Basilisk, Rheebus, Fairy, Sprite, and Dark Sprite cards. Choose cards that you can use easily at your skill levels, and don't try to use cards that cost double the normal number of stones because of low skill levels. Bring several Capture Cards if possible, because the boss monsters make wonderful additions to your deck.

Leod's Personal Trap



Head through the corridor to the main area until a short cut-scene begins. When you move toward Leod's shield device, he says one last thing. Thereafter, the shield will cause damage if you touch it.

To deactivate Leod's shield, you must defeat several tough boss monsters in the rooms surrounding the central area. After you defeat each monster, you can throw the switch that deactivates one of the shields protecting Leod. Head back toward the entrance and go left to the south room. The Ice Golem is one of the easier bosses, so tackle it first.

BOSS FIGHT

Ice Golem

Attribute:	Water
HP:	160
DEF:	10
Uniq. Skl:	N/A
Skills:	Spinning Ice, ATK 37, Ice Balls, ATK 42

Shuffle Earth cards into your hand, and employ the usual tactics against this foe. Surround the Ice Golem with Independents and Helpers. When the monster busies itself fighting your creatures, run behind it and attack with Weapon cards or a strong Summons card, such as Amber Dragon or Sand Worm. The creature isn't hard to defeat, and using a Capture Card is well worth it.



SWITCH NUMBER ONE



When you've defeated the Ice Golem, raise the switch to open the doors and deactivate one of Leod's shields. A large crack is evident on the west wall of the room. Move to the Magic Booster, transform into the Stone Golem, and bulldoze through the wall. Return to normal form, pick up the Magic Stones in the rubble, and enter the secret room to meet a Red Fairy who knows the Temper Tautrum combo. The chest in this room contains a No.073 Hydra card.

THE WESTERN CONTROL

Return to the main corridor near Leod's position, and continue north. A Red Fairy waits outside the room with the next boss. Shuffle a decoy Helper card and several strong Water cards into your hand, and then enter the west double doors.



BOSS FIGHT

DEMON FOX

Attribute:	Fire
HP:	250
DEF:	10
Uniq. Skl:	N/A
Skills:	Nine Fireballs, ATK 35

The Demon Fox is a much more challenging foe. It likes to follow Tara around the room and blast her at close range with its nine homing fireballs. Throw a Gravity Pillar or Decoy Pillar into the center of the room, and then attack the distracted monster with strong Water cards, such as Wraith and Charadrius. The Gravity Pillar does so much damage to the Demon Fox that Tara doesn't have a lot of work to do.



Running Low?

If Tara runs low on HP or MP, which is entirely possible several times in this level, just return to one of the rooms where you've already defeated a boss. Blue Fairies appear in these rooms continuously, even after the fearsome guardians are long gone. Keep touching Blue Fairies to regain health, Magic Points, and used cards.

Where The Robots Road



Throw the switch in the Demon Fox's room to open the exit and deactivate another of Leod's shields. Head north into a small area that quickly fills with Aggressor DX5s. These Mechs respawn repeatedly, so don't waste too many cards fighting them off. Quickly open the two treasure chests to obtain 1,000 Magic Stones and a No.082 Rheeus card, and then use the nearby deck point to regain HP and view your deck. Continue through the north doors when you're ready.

The Lord of Flies

A Red Fairy usually roams the north passageway. Shuffle several Neutral cards into your active hand, including a Decoy Pillar or Sand Golem. Enter the first door on the left to fight yet another powerful creature that's guarding a switch. After you've defeated it, throw the switch.



BOSS FIGHT

BEELZEBUB

Attribute:	Neutral
HP:	180
DEF:	14
Uniq. Skl:	Diablo's Force
Skills:	Fly Cutter, ATK 24 Rain of Death, ATK 18

The flying creature takes a typically insect-like interest in Tara and constantly flies near her. Although the Beelzebub hovers above the ground, you can use the Napalm Beast, Carbuncle, or Uroboros to damage it. This is probably the best way to punish the creature for buzzing in your face. Try to

stay behind the creature if possible to avoid its projectile attack. If you need a respite, use a Decoy Pillar to lure the creature away while you recover (using a Rheeus) or plan for your next attack. Strong creatures like Tiger Mage and Demon Skeleton help to create secondary targets for the enemy so that you can attack from the side or the rear. This isn't a difficult battle if you call upon plenty of help.



Shields Still Protect The Chests

Exit Beelzebub's room and look over the right side of the balcony at the central area. Leod's shields are all deactivated now, and he's vulnerable. However, the two chests are still inaccessible due to their active shields. Before you engage the Kendarie leader, continue east in the north corridor, visit the two remaining rooms, and throw the switches to drop the shields over the two chests.

Continue up the corridor and shuffle strong Wood cards into your active hand. Enter the second door on the north wall.



BOSS FIGHT

Behemoth

Attribute:	Earth
HP:	180
DEF:	12
Uniq. Skl:	N/A
Skills:	Hell's Flash, ATK 35

Luckily the Behemoth is a slow-moving creature, so it's easy to get behind it and stay out of harm's way. The Behemoth emits a strong beam attack from its mouth at a frequent rate of fire. As you

might imagine, the Green Dragon is one of the best Summons cards to use against it. When the creature stops to fire, attack from the side with Ghost Armor and Lycanthrope attacks. The creature is highly resistant to status effects, so use strong attacks instead to try to whittle down its HP quickly.



That's STRANGE...

A large crack is also evident in the Behemoth's chamber, but there's no Magic Booster in the room. Throw the switch and continue east to the final room in the corridor. Defeat the Fenril in the last chamber and throw the switch.

BOSS FIGHT

Fenril

Attribute:	Wood
HP:	160
DEF:	12
Uniq. Skl:	N/A
Skills:	Demon Fang, ATK 48 Hell Howl, ATK 30

The Fenril is yet another creature that hounds Tara wherever she goes. Use a Decoy Pillar or Sand Golem to distract the creature, and surround it from all sides with Fire Affinity Independent and Helper creatures. Popgun Charlies, Tiger

Mages, and Salamanders all serve to box in the Fenril so that you can deliver the killing blow from behind with a Red Dragon or Fire Gargoyle attack. The Fenril is yet another rare creature you should try to capture when its HP bar gets very short.



The NORTHEAST SECRET ROOM

There's a Magic Booster in the last chamber. Make sure the doors to both rooms are open, and then move behind the glowing circle and transform into the Stone Golem. Walk over the Magic Booster, and continue moving toward the room where you fought the Behemoth. Cross the room and destroy the back wall. The Magic Booster gives you exactly enough energy to cross the long area and smash through the wall. Do not hesitate or stop while the Stone Golem barrels forward, and avoid bumping into any corners!



Inside the hidden room, meet a Red Fairy and open the chest to obtain a No.086 Sphinx card. Head back toward Leod's position, stopping to use the deck point along the way. Be sure to insert the Sphinx card into the deck. If you have fewer than 15 cards that will be useful against Leod, or if you've taken serious damage from the other monsters, abort your game and start fresh before engaging Leod. The whining prince is actually more of a challenge than you may assume!



Leod's TREASURES



The fearful prince is cringing in the middle of the central area. He won't attack until you move in very close. Before the battle starts, move along the rail and open the two chests in the corners of the platform to obtain a No.003 Red Dragon card and a No.008 Unicorn card.

Shuffle the cards in your hand until you're ready with at least three Independents, Helpers, or cards that decoy enemies. The fourth ready card should be a strong Weapon or Summons card, or a Basilisk card. Then move toward Leod to begin the battle.

BOSS FIGHT

Leod VIII

Attribute:	Neutral
HP:	220
DEF:	8
Uniq. Skl:	N/A
Skills:	Cards

Leod loves to run after Tara and goad her into a close-range battle, which he'll win every time. He uses the AstroBot card to encase himself in impenetrable steel, and he fires a volley of short-range blasts in all



directions. Therefore, avoid close-range combat unless Leod is distracted. Stay away from him and his mechanical pets. If Tara starts to hold herself in pain, move a few feet away and use a Dark Sprite. Whenever Leod uses a card, the Dark Sprite heals Tara!

Use strong Independents and Helpers with relatively low magic consumption, such as Elves, Vodianois, and others. While Leod is busy defending himself from your creatures, sneak up behind



him and strike with a Basilisk attack. Leod is immune to most status conditions, but you may be able to turn him to stone for a short time.

If so, quickly use a strong Summons card, such as Vampire or Red Dragon, to drain a great deal of his HP.

When Leod falls, the east doors in the area open. Head toward the elevator to end the mission.

Available Cards

Bonus Cards	No. Available
No.086 Beelzebub	2
No.179 Aggressor DXS	4

Royal Tower, Upper



Mission Objective: Royal Tower, Upper

Although the Kendarian army lies in ruins without its master, and its soldiers are in retreat, the mammoth creature they brought to defeat the forces of Alanjeh is still waiting in the highest tower of the castle. Mutating, growing, and branching outward, the Body of the God has become one with the tower, and its destructive blossoms grow on every level. Tara must maneuver safely through these minions in order to reach the head of the creature and stop the destruction at its source.



Enemy Affinities

Fire	0%
Water	0%
Earth	17%
Wood	0%
Neutral	83%
Mech	0%

Map Legend

- No.116 Wyvern
- No.008 Unicorn
- No.155 Sparto

● Red Fairies ● Treasure Chest

Adhere to Your Mastery

Review your skill levels for affinities in the character status screen, and choose only cards that you can use without doubling your magic consumption. In other words, don't use any cards in the Too Powerful category. If you're rated well enough to use a deck of all Neutral cards, you're better off. If not, select cards with high-powered attacks that consume very little magic. Generally, pick only cards that consume 10 Magic Points or less. Include all of your Healing cards except Dark Sprite. Try to balance the number of Independent and Helper cards with the number of Summons cards. Bring several long-range Weapon cards, such as Sphinx, Charadrius, Marid, Dao, and Efreit. Power attack cards, such as Demon Swordsman and Chaos Knight, are also beneficial, but only if your skill levels allow.

ANSWER OF THE SPHINX

Turn to the right and enter the small crushed doorway to find a Red Fairy who knows the Skullapalooza combo. Behind Tara, near the exit from the level, is a chest containing a No.116 Wyvern card.



Proceed up the steps, and descend the first stairs on the left. You can fight and defeat a Sphinx merely by staying to one side of it and launching Wood attacks. As always, use an Independent or Helper card to distract the creature while you sneak-attack it. Another Red Fairy waits for Tara in this circular area.

FLOWERS OF HARMONY

Return to the stairs and go up another flight. The mammoth monster has obliterated the pathway spiraling outside the tower, so Tara must detour through a level that's full of Wyverns and vines growing from the Body of the God. It's easy enough to eliminate one of these blossoms of destruction with a long-range Weapon card, such as Marid, Dao, or Efreit. However, the vine reappears, wholly intact, almost immediately. When a vine is in your way, destroy it from a safe distance and move through the area quickly.



Behind the vine on the edge of the platform is a chest containing a **No.008 Unicorn** card. Toss a single long-range attack at the vine near the exit archway, just to throw it off balance. Quickly run past it and through the archway.



LAST STOP BEFORE THE END



Continue up the stairs circling the tower, meeting a worried Red Fairy along the way. Another level up is an archway where you can enter a platform full of vines and Wyverns. Summon an Independent creature as a bodyguard, and follow it into the area. As the Wyverns and vines lash out at your creature, dash across the area and enter the next archway. A chest at the end of this balcony contains a **No.155 Spartoi** card.

Head back across the dangerous platform to the stairs, and continue ascending to the top of the tower. A final Red Fairy attempts to dissuade you from your purpose.

The Fairy Has a Point!

It wouldn't be a bad idea to abort your mission, dash upstairs as swiftly and directly as possible, and face the final boss in Story Mode with a fresh deck of cards at your disposal. When you're ready, continue to the top of the tower and move onto the central, pulsating mass.

BOSS FIGHT

Body of the God

Attribute:	Neutral
HP:	700
DEF:	12
Uniq. Ski:	N/A
Skills:	Drain Ball, ATK 30, Drain Breath, ATK 40, Laser Beam, ATK 50

The great thing about this final battle is the enemy's inability to pursue Tara. The Body of the God and its vines are stationary, and if you move far enough away, it won't fire any laser beams or



Drain Breath globes. Keep a sharp eye on your HP gauge. If Tara's health drops to a critical point, move off the Body's surface, as far from the head as possible, and use a Rheebus, Unicorn, or Fairy card to recover all your Hit Points. Just don't wait until Tara is badly limping, or you'll never get away safely.

After you've set foot on the surface of the Body to initiate the cut-scene, run off it to a safe distance and dodge any floating pink globes the head sends your way. Shuffle the cards in your deck until you're ready for an assault. For each assault you try, you need at least two or three low-magic Independents and one or two extremely powerful Weapon or Summons cards.

The ideal approach for each assault is to move directly up the middle of the Body's surface, where the rows of vines are farthest apart. Lock onto the closest vine, and toss one or more Independent or Helper cards with attack abilities. Your creatures usually attack the selected vine, distracting it from attacking you. While your Independents are in action, run straight up the middle and make for the head. It usually fires a trio of pinkish Drain Breath balls as you approach. Avoid them by running a few steps left or right the instant the boss fires.

When you reach the head, use a powerful Summons card to attack. While you're doing this, the head usually creates an immense Drain Ball that causes multiple hits of damage. Once your first attack is over, move left or right and dodge this globular attack, then launch a second Summons card.



By this point, the creatures you used to attack the vines have joined you in front of the head. If things are going well, try a third Summons or Weapon card. If not, recall your creatures by discarding

them from your active hand, and flee by running at an angle to the left or right of the head. Do not leave your creatures behind to do the fighting alone. The idea is to be able to use all the Independent and Helper cards in your deck more than once.

After each assault like this, you'll be hurting for Magic Points and possibly Hit Points. Retreat to a safe place on the side of the tower away from the head, and use an applicable Rheeus or Fairy card to heal Tara just as much as you need. If you have a Fireworks card, use it to restore your Magic Points. But in all likelihood, you don't have access to the right upgrades. In that case, you'll need to chase Blue Fairies across the Body's surface until you touch one that restores all your Magic Points.

Prepare for another assault by shuffling your active hand until you're ready with another set of Independent or Helper cards, along with one or two powerful Summons cards. Then begin your next assault. Lather, rinse, and repeat.

The Valkyrie or Fafnir Summons cards work incredibly well against the Body, if your skill levels are high enough to use them. All of the dragon Summons



cards are superb, and the Black Dragon usually kills all the vines on the surface before doing some damage to the boss. Charging Summons cards, such as Amber Dragon or Chimera, do damage to the head. Any Neutral Summons cards, such as Vampire, Puppet Master, or Thanatos, work very well too. Keep an eye on the cards remaining in your hand, and use an Elephant, Sea Monk, or Mind Flayer card to restore used cards. That way, you might get to perform your most powerful Summons twice!



As you reduce the Body's HP bar to less than 25%, the head's attacks become much more frequent. It becomes very difficult to avoid Drain Ball attacks, but you must persevere if you want to save the kingdom of Argwyll from utter annihilation.

Available Cards

Bonus Cards	No. Available
No.086 Sphinx	1
No.116 Wyvern	3
No.188 Acid Dragon	2

Chapter 8

Side Quest Missions

As you proceed through the missions in Story Mode, various side stages can become available for exploration. At the beginning of each side quest covered in this section, you'll find detailed summaries of how to access that quest.

Side Quest Progression

You may be wondering when is the best time to take on a side quest. The answer is different for every RPG. For the greatest success in *Lost Kingdoms II*, you should complete each side quest as soon as possible. The cards and valuable items you gain through side quests improve your chances of completing Story Mode and defeating the powerful final enemies. Notes on the available side quests are included in the walkthrough, as well as in this chapter.

The Longest Side Quest

You need to resolve one side quest in particular, involving several steps, before entering the Alanjeh Castle stage in Story Mode. The outcome of the game depends on whether you have the Stone of Sealing in your possession before entering Alanjeh Castle. If you don't have it, you get the "sad" ending of the game.



To get the Stone of Sealing, you must defeat the seven Unknown Men in the various stages of Story Mode. You encounter some of these strangers during the normal progression of the game, but most of them are hidden in side quest areas. After you reveal the Isamat Ubrur stage on the World Map, enter the area and use all seven of the Runestones in the altar room. The final room opens, and you can obtain the Stone of Sealing. If you acquire it before entering Alanjeh with Sol, the eventual outcome of the game will be the "good" ending.

One ending is no more beneficial than the other. We're just informing you about them both so you can decide which one you want to view.

Gromtull Desert



CONDITIONS TO OPEN SIDE QUEST

-  Enter Kadishu and speak to the woman standing near the western road out of town. She explains that this is the entrance to Jarvi's house, but the researcher is at Gromtull Desert.
-  Exit to the World Map, and Gromtull Desert appears.

Map Legend

- 1. No.084 Venus Spider
- 2. No.173 Bum Hagan
- 3. No.068 Evil Eye
- 4. No.014 Mummy
- 5. No.193 Pixie
- 6. No.014 Mummy
- 7. No.043 Sand Beetle
- 8. No.031 Running Bird
- A. Bottle

ENEMY AFFINITIES: Gromtull Desert*

Fire	0%
Water	0%
Earth	97%
Wood	0%
Neutral	3%
Mech	0%

*Use these percentages to edit the deck before each mission, and start off with the right cards to combat the monsters encountered.

Wood Cards Rule

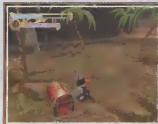
Although this side quest is available early in the game, you'll have a much easier time in the desert if you stock up on Wood Affinity cards beforehand. A visit to Ruldo Forest should give you a good number of Wood cards, and that might be the best time to try this side quest mission.

FOOTPRINTS IN THE SAND

Follow the footprints north through the desert, avoiding or defeating the tough Earth-based creatures along the way. The footprints eventually lead down the slopes of the dunes toward an oasis. Tough Sand Beetle creatures move under the surface here, so be ready with good Independent creatures, such as Man Traps to help you surround and defeat them.



GREASING THE GEARS



Use a *Flight Transform* card to glide across the water to the raft, where a chest contains a *No.173 Bum Hagun* card!

At the oasis, you find a camel. A little farther into the grassy area is a backpack. Search the backpack to find a bottle.

The nearby lever opens the doors to the cave, but sand has caused the lever to stick. You must take the bottle across the desert to a pool of natural oil. Fill the bottle, and return to lubricate the lever and open the cave. A chest inside contains a *No.084 Venus Spider* card.

PASSAGE OF THE WORM

Head east from the oasis. If you have a Transform card that enables jumping, such as *Hell Hound*, a large Sand Worm emerges from the dust floor and attacks. Hit it with several strong, status-inflicting Wood Independent creatures, such as *Horus* and *Devil Plant*. Also, use an *Evil Eye* to prevent status conditions. Help your creatures attack the monster from all sides, and together you should be able to defeat the Sand Worm.



VALLEY OF THE CULTIST



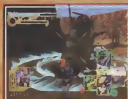
Transform and jump upon the stone platforms. Leap across the gap to the north ledge, return to normal, and head down the steps. In the distance, you should be able to spot two figures in two different rocky alcoves in this north area. In the southern alcove is a Red Fairy who tells you the *Hearing Aid* combo. In the northern alcove is a mask-wearing Runestone master. Defeating him brings you one step closer to completing the *Isamat Urbur* side quest.

BOSS FIGHT

UNKNOWN MAN

Attribute:	Neutral
HP:	180
DEF:	11
Uniq. Skl:	N/A
Skills:	Cards

As you race down the path lined with columns, prepare yourself by summoning a few Independent creatures with good stamina. Shuffle Mummy and Basilisk cards into your hand, because the Card Master is completely susceptible to curse and paralysis conditions.



Getting near the Card Master is somewhat tricky, considering that he can use Carbuncle and summon Sand Worms. When you get close to the Unknown Man and the summoning animation begins, forget whatever attack you were about to try and run straight away from the foe. Both Sand Worms do a lot of damage and inflict conditions on you, making it almost impossible to continue the fight. If you take a serious beating and can still get away, head to the end of the columns and use a Rheeus to recover.

As with all the other Card Masters, the ideal strategy is to surround him with your Independent creatures, sneak in from the side or rear, and attack with strong Weapon cards. Deploy an Evil Eye to protect Tara and her creatures from status impairments. Inflict conditions on him to gain the advantage, and attack with strong Summons whenever possible.

When you defeat the Unknown Man, you gain his Ebin Runestone.



DESERT TREASURE



Return to the main area of the desert, and continue southeast until you come across a pond of natural oil. A Red Fairy hovers around this area, and you can open the nearby chest to obtain a No.068 Evil Eye card.

Move toward the pool of natural oil until a "!" icon appears over Tara's head. After examining the pond, she fills the bottle with the black liquid.



Another Red Fairy flies around the canyon area between the entrance point and the pool of oil

The Mummies' Tomb



Just north of the black, burning pond is a sealed cave. Press the lever to the right of the cave to open the doors. Hordes of Mummies spill out of the cave. Unless you have a lot of Wood Independent creatures and Helpers to protect you, it's a wise idea to lead the monsters out of their home. With fewer enemies in the cave, you have greater freedom to open the three chests inside, which contain two No.014 Mummy cards and a No.193 Pixie card.

JARVI'S RESCUE



Return to the oasis in the northwest corner of the desert. Examine the lever again, and Tara lubricates it with the black liquid and opens the cave. Enter the cave to view a cut-scene in which Tara meets up with Jarvi, a young scholar who's researching the Red Fairies. After this scene, the mission ends and Jarvi's House becomes available for visits in Kadishu. As you collect Red Fairies throughout the game, return to Jarvi's House and he'll reward you with rare cards!

Available Cards

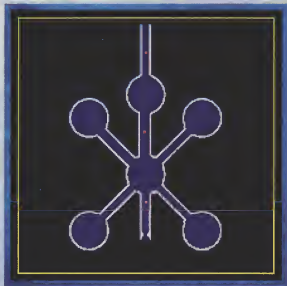
Bonus Cards	No. Available
No.013 Sand Worm	1
No.014 Mummy	2
No.043 Sand Beetle	3

A FEW LAST ITEMS

As you probably noticed in the last cut-scene, there are two Red Fairies and two treasure chests inside the cave where Jarvi is rescued. Return to Gromtull immediately and go back to the cave. Inside the chests in Jarvi's cave are No.043 Sand Beetle and a No.031 Running Bird.



SACRED BATTLE ARENA 1



CONDITIONS TO OPEN SIDE QUEST

- Complete the Ruldo Forest mission and defeat the Unknown Man.
- Re-enter Ruldo Forest immediately, enter the path previously blocked by Gurd, and defeat the three Cockatrice bosses.
- When you return to the World Map, the Sacred Battle Arena appears. You must complete this mission to open the second arena.

Enemy Affinities

Fire	17%
Water	17%
Earth	17%
Wood	17%
Neutral	32%
Mech	0%

GURD'S HOME



Head up the steps, accepting the greeting of a Red Fairy along the way. In the central area is the old woman Gurd. Speak to her twice to learn that a strange intruder has taken up residence in the upper room of her home.

Extending diagonally from Gurd in all directions are paths to rooms where Tara can fight boss monsters of each affinity. To enter any of the arenas, you must have a skill level of six stars in the corresponding affinity. The doors to each room bear jewels matching the color of the required affinity. For example, to enter the yellow-jeweled doors, you must have an Earth skill level of six stars or better. You probably won't achieve such prowess until very late in Story Mode.



However, when you enter the Sacred Battle Arena, you can proceed north up the stairs and fight the stranger in Gurd's home, another Unknown Man from the Isamat Urbur cult. Because you must complete the whole side quest involving the cult and their Runestones within the first half of the game to achieve the "good" ending, try to defeat the Unknown Man as soon as possible. You can return later with the proper skill levels to challenge the other monsters.



THE INTRUDER

Head up the northern stairs beyond Gurd's location, and speak to a Red Fairy along the way. Prepare your cards and open the double doors. As you proceed across the circular area, an Unknown Man appears.

BOSS FIGHT

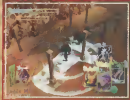
UNKNOWN MAN

Attribute:	Neutral
HP:	160
DEF:	10
Uniq. Skl:	N/A
Skills:	Cards

The Unknown Man in the Sacred Battle Arena is a more fearsome opponent than many of the other strangers you've encountered throughout Argwyll, simply because of the cards at his disposal. In addition to summoning Sasquatch and Jade Giants, the



Unknown Man also uses tricky cards, such as Dark Sprite and Phooka. If a Dark Sprite is active, bizarre music plays and the creature restores HP to the Unknown Man each time you use a card. Dark Sprite is easy to eliminate with any Weapon attacks.



A Phooka creates a much more dangerous situation, since a single wave of its little wand disables all of Tara's cards for a long time. Although the Unknown Man rarely deploys a Phooka, you must take preventative measures at the start of the battle to avoid becoming completely vulnerable.

Before entering the circular battle area, shuffle four Independent creatures or Helpers with attack abilities into your active hand. As you pass through the doors, toss all four cards into the center of the arena, then continue north across the circle. When the Unknown Man appears, your forces overwhelm him immediately. If an Independent or Helper dies, replace it immediately with another creature. This way, if Tara's cards are disabled, four creatures are ready to fight in your defense until the Phooka's effect wears off.



Some Independent creatures and Helpers that fight particularly well for you include Horus, Elves, Caterpokers, Sand Beetles, and Man Traps. Don't hesitate to use a Helper who doesn't fight, such as a Leprechaun, SuperScrubber, or Evil Eye. While the Unknown Man is busy defending himself, run around and collect Magic Stones.

When you win the battle, Tara receives the stranger's Olf Runestone.

GURD'S REWARD

After defeating the Unknown Man, speak to Gurd. She rewards your housecleaning efforts with the Mysterious Key. This item unlocks the previously inaccessible areas of the Nobleman's Residence so that you can carry on another important side quest.



COMPLETING THE MISSION



If you've already defeated the Unknown Man, a low-level Kendric Caril Master appears in the north arena instead.



A Red Fairy in the corridor near the exit reveals the Tender Mercy combo.

Return to the Sacred Battle Arena with better cards and six-star skill levels in Fire, Water, Wood, and Earth. Each of the four doors on the sides of the Sacred Battle Arena will open only if you have the proper amount of skill. Each room has a powerful creature of that affinity. Between battles, use the deck point in the center area to regain HP and add cards you've gained.

After you've defeated all four creatures, head through the north chamber and open the door at the top to complete the mission.

BOSS FIGHT

Lich

Attribute:	Earth
HP:	280
DEF:	10
Uniq. Ski:	N/A
Skills:	Fires of Hades, ATK 32 Fires of Hell, ATK 40

The Lich behind the doors bearing yellow jewels is a surprisingly easy creature to defeat. As you're entering the room, shuffle Elf, Elf Lord, and Dark Elf cards into your active hand, or prepare multiple copies of any of these cards to compensate for missing elves. Before crossing the room, toss all three elves onto the arena floor, and prepare a strong Summons type.

The elves stay out of range of the Lich's fire attacks, and they emit projectiles that are devastating to the monster. As the elves damage the Lich, run behind it and collect Magic Stones. When you're ready, launch a powerful Wood Summons, such as Green Dragon.

Defeating the Lich earns you a No.025 Lich card.



BOSS FIGHT

Nueh

Attribute:	Wood
HP:	250
DEF:	10
Uniq. Skl:	N/A
Skills:	Charge, ATK 48 Falling Lightning, ATK 34

As you enter the double doors inlaid with green gems, shuffle powerful Fire cards with low magic consumption rates into your active hand, including a couple of Napalm Beast cards. The Nueh is a large monster that annoyingly follows Tara everywhere and usually ignores any Independent and Helper creatures you employ. Its main tactic is to knock Tara over with its charging attack, and then stand over her and pelt her with lightning bolts.



Self-defense is the key. As you're entering the arena, quickly throw a Napalm Beast card and run counter-clockwise around the Nueh. As the monster starts to chase after Tara, a single Napalm Beast gradually drains all its Hit Points. If the Nueh leaps away in pain, it's a good opportunity to call upon other Helpers and Independent creatures, such as Fire Mages and Salamanders.

Defeating the Nueh nets you a No.186 Nueh card.

BOSS FIGHT

KRAKEN

Attribute:	Water
HP:	360
DEF:	9
Uniq. Skl:	N/A
Skills:	Tentacles, ATK 57, Absolute Zero, ATK 65

The Kraken is a tough monster that can be defeated with only two cards. As you enter the blue-jeweled doors, shuffle into your hand an Uroboros and any Earth Independent card with a good life span and Hit Points, such as a Lamassu. Cross the arena to make the Kraken appear, and use the Independent card as a distraction. The Kraken usually goes for the Independent right away, so summon the Uroboros and run around the back and sides of the Kraken. Pursue the creature as it tries to leap away in an attempt to face Tara and fire its Tentacles attack. Keep running alongside and behind the Kraken with the Uroboros active, avoid taking any hits, and you'll defeat the monster easily. If this fails, at least you have the Lich card at your disposal.

The reward for this battle is, naturally, a No.022 Kraken card.



BOSS FIGHT

GEMINI

Attribute:	Fire
HP:	270
DEF:	13
Uniq. Skl:	N/A
Skills:	Twin Flash, ATK 55 Twin Barrage, ATK 29



The Gemini is the most intimidating and dangerous enemy in Sacred Battle Arena 1, mainly due to the long-range beams it shoots across the small ring. The only way to avoid taking massive damage is to use two or more Independent or Helper creatures to distract the Gemini, and then move in from the side to attack. The Independent creatures need to be very strong and agile, such as Demon Skeleton or even Ice Skeleton. The Undine is also effective, but it won't live long after a beam attack. The Kraken works well against the Gemini, and it's a low-cost Summons.

Continue attacking the Gemini from all sides with your creatures and strong Weapon or Summons attacks, such as Marid and Rock Hagan.

If you can't defeat the Gemini with this method, complete the Obenoix Gorge side quest and return here with the Phantom Ship card. This card can almost wipe out the Gemini in a single hit, but at a great cost in Magic Points. Your Independent creatures and low-level attacks can handle the rest of the battle.




The reward for this battle is a No.159 Gemini card.

Available Cards

Bonus Cards	No. Available
No.001 Skeleton	6

SACRED BATTLE ARENA 2

CONDITIONS TO OPEN SIDE QUEST

 Defeat all the monsters in Sacred Battle Arena 1, and open the north door to complete the mission.

Enemy Affinities

Fire	0%
Water	0%
Earth	0%
Wood	0%
Neutral	83%
Mech	17%

HOME OF LEGENDS



Sacred Battle Arena 2 is a true test of skill, where the toughest creatures wait to challenge Tara and her cards. Before entering this Sacred Battle Arena, be sure you've completed Story Mode and gained a skill level of six in both Neutral and Mech attributes.

Chances are, since you were able to open the doors in the previous area by meeting the high elemental affinity requirements, your Neutral and Mech skill levels are quite low. You can improve these skill levels by playing through the large Proving Grounds area with a deck made up completely of Neutral and Mech cards. Otherwise, there's absolutely nothing for you to do here until your character meets those requirements.

PROGRESSION OF BATTLES

In order to open the doors at the north end, you must defeat the legendary enemies in the chambers to the east and west. Red Fairies wait for Tara at several locations, which are marked on the maps in this guide. To the right of the entrance is an arena marked with silver gems. You must have a Mech skill level of six or better to open these doors. Once you defeat the AstroBot, you can open the next set of doors and proceed to an arena where Leod VIII awaits.

To the left of the entrance is a set of doors bearing purple gems. Your Neutral skill level must be six or better to enter. After defeating the Rabandos, you can proceed to the next chamber. You can enter the arena and combat Helena, a character from the previous *Lost Kingdoms* game.

After defeating the first four bosses, you're encouraged to quit this level and return to the World Map. Only with a fresh deck of cards and all your facilities will you be any match for the likes of Thalnos and Katia. You must defeat these two enemies sequentially in order to complete the mission and to get your pick of bonus cards. If you can score even a one-star rating for this area, you've basically won.



After besting the enemies in the side arenas, you can open the doors at the north end of the stage. You must defeat Thalnos, the enemy of *Lost Kingdoms*, in order to proceed to the final arena. There, you must face the legendary Queen Katia the Fair, the main character of the previous *Lost Kingdoms* game, who single-handedly defeated evil so long ago.



Which Cards Do I Bring?

The author of this book could only finish this insanely difficult mission in three attempts. Generally, you should count on three visits to the World Map. There, you can rearrange your deck to include the proper cards for the legendary Card Masters that await. Bring exactly what you need for each two-boss set.

BOSS FIGHT

ASTROBOT

Attribute:	Mech
HP:	280
DEF:	11
Uniq. Ski:	N/A
Skills:	Heavy Bomber, ATK 42 Bomb Arm, ATK 43

The two attacks of the AstroBot dictate that you cannot remain directly in front of the Mech creature, nor can you attack at close range. As long as you move Tara to the side or rear of the AstroBot, only one attack concerns you. Whenever the AstroBot retracts its

legs, hunkers down to the ground, and closes its arms to form an impenetrable shield, move at least six steps away to avoid the short-range blast.



The AstroBot is extremely good at tracking Tara, so draw its attention with a tough Independent, such as a MechLance 5L or UberBomberBot, and attack at a distance with LazerBug 39K Summons. Plant a Claws-R-Us in the center of the ring and it makes the AstroBot suffer greatly. Remember also to use AcidBot and Acid Dragon cards to soften up the AstroBot for the kill.



Defeating the AstroBot rewards you with the No.216 AstroBot card.

BOSS FIGHT

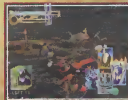
LEOD VIII

Attribute:	Neutral
HP:	220
DEF:	8
Uniq. Ski:	N/A
Skills:	Cards

Leod isn't much different than he was in the Royal Tower, always negating your attacks by using AstroBot cards. Now that you have one of these cards too, you can use it against him whenever he starts to run after Tara.



Launch UberBomberBots and MechLance 5Ls to surround Leod, and use your Lich card to petrify him. If you manage to stop Leod from moving, even briefly, quickly use a TriBlaster or Gizmolizer Summons to finish him off. You should have better Mech skills and more HP and MP than you did in your previous battle, so Leod should be even easier to defeat the second time.



At the Sacred Battle Arena, Leod rewards you for defeating him by passing on the No.224 Sacred Umpire card.

RABANDOS

Attribute:	Neutral
HP:	400
DEF:	14
Uniq. Skl:	N/A
Skills:	Beam Barrage, ATK 40 Thunder Rush, ATK 55

it's about to fly by performing a back flip, giving you ample opportunity to move out of harm's way.

The Rabandos also has a tendency to confuse itself if it winds up facing the outside of the ring. It becomes immobile for several seconds, if not until the next time you attack. Watch the behavior of the creature closely, and use these opportunities to sneak up from behind with a tough Summons attack. Otherwise, the Rabandos is far too mobile and active for you to attempt a Summons.

As with most other bosses, the ideal strategy is to surround the monster with three or four Independent and Helper creatures. Meanwhile, move Tara around the ring, picking up Magic Stones and looking for opportunities to strike with swift and devastating weapon attacks, such as the Death card. Due to the enhanced agility of the creature, you'll have a lot of trouble just staying out of its way. Keep replacing fallen creatures with new Independent creatures and Helpers that have strong attack abilities, and they should take care of the monster for you.

When the Rabandos dies, you're left with the No.196 Rabandos card.



BOSS FIGHT

HELENA

Attribute:	Neutral
HP:	260
DEF:	10
Uniq. Skl:	N/A
Skills:	Cards

Whether or not you've completed Story Mode, you can proceed to the next arena beyond the Rabandos and challenge a difficult Card Master. Helena is hard to approach, hopping around to

avoid Summons and close-range attacks. Even if you manage to corner her, she retaliates with Lich and Sasquatch attacks. As a result, close-range Weapon attacks and most Summons are out of the question. Helena mostly attacks by way of Independent and Helper creatures, and soon she'll have at least four monsters, such as Demon Hounds, Stone Heads, and Ice Skeletons, chasing after Tara.

The best approach to this battle is to enter with several Independent creatures already active on the battlefield. Before proceeding into the arena, quickly toss out a Phooka card and other fast-moving Independent creatures and Helpers, such as Aggressor DX5s, MechLance 5Ls, and Steel Skeletons. If the Phooka prevents Helena from throwing too many cards for a short time after her arrival, you have a tremendous upper hand in the battle.



Bring as many Carbuncle, Napalm Beast, and Uroboros cards as you can, so that Tara has a way to protect herself on all sides from Helena's creatures. As Helena, her minions, and your creatures are all brawling, move to the outskirts of the ring. Fire into the group with Weapon cards that have a wide range, such as Sphinx and Charadrius.

If you have the skills to outwit a tricky Card Master like Helena, she leaves you a No.223 Ice Skeleton card as she expires.



THALNOS

Attribute:	Neutral
HP:	260
DEF:	17
Uniq. Skl:	-
Skills:	Cards

strongest Independents, Helpers, and Weapons should accompany you into this battle. There's no room for weak attacks or Summons.



When Thalnos stops to attack, be ready to counter with strong Weapon attacks, such as Demon Swordsman, Great Demon, and Demon Lord. Thalnos uses these last two cards frequently. The idea is to be attacking when he tries to attack, so that only the creatures are onscreen when his blow is about to land. If you time it just right, Thalnos should take damage while Tara gets off free.



Thalnos, one of the main opponents from the previous *Lost Kingdoms*, is quite possibly the perfect Card Master. It's hard to imagine he was ever this powerful or threatening in the previous game. Only your

Thalnos loves nothing more than to chase Tara so closely that he can breathe down her neck. Decoys don't dissuade him from his pursuit. Turn this to your advantage by entering the area with an Uroboros already circling Tara. Continue using other circling creatures, such as Carbuncle and Napalm Beast. Along these same lines, use a Siren card and then hide behind the singing creature. Thalnos keeps bumping into the Siren, causing himself repeated damage.



If you have the proper skill level and enough MP, summon the God of Destruction to perform his Cataclysm attack. This cuts down on Thalnos's attacks for a while. You can also try a Phooka, but Thalnos must be chasing Tara and you have to lead him to your creature.

When faced with any of your Independent creatures or Helpers, Thalnos usually summons a Steel Skeleton to take care of them. With any luck, you'll have at least one Steel Skeleton of your own to wipe out his. If not, a MechLance 5L fares quite well against a Steel Skeleton. Thalnos may even summon a Necromancer just to dispatch your creature.

Defeat Thalnos and you're rewarded with the No.149 Sekmet card.

BOSS FIGHT

KATIA

Attribute:	Neutral
HP:	300
DEF:	18
Uniq. Skl:	N/A
Skills:	Cards

After the incredible skill of Thalnos, it almost feels like Katia *wants* you to win. The Queen herself is a slow-moving creature, and she isn't hard to bring down. The main difficulties in this battle are the creatures she uses against you.



Like Thalnos, Katia send the Steel Skeleton to attack you, and you must be swift of foot to avoid it. Counter this creature with a strong skeletal creature of your own, or a MechLance 5L. If Katia flings a Whip Worm on the field, a single defensive strike with a Great Demon or Demon Swordsman card should take care of it.

The worst creature Katia employs is the Doppelganger. This creature, who looks like Tara, wanders aimlessly around the battlefield until it encounters another person or creature. It kills anyone it touches instantly, even if that person just so happens to be Tara. If Tara's evil twin appears in the arena, lock onto it with your camera and focus all your efforts on destroying it, even to the point of summoning dragons.



Now that you're facing the final battle, don't hesitate to use the best Independent creature of all: the Black Dragon. If you have this card, just sit back and watch as the hovering beast tears up Katia and her creatures. It's worth it to put a second Independent on the field, such as an Elf Lord, so that Katia is besieged from both sides. Setting several strong Independent creatures on her is the way to win.



Play as the Legends!

In addition to the great cards you get for defeating each opponent in Sacred Battle Arena 2, you also unlock those opponents for use in Vs. Mode. As soon as this mission is complete, you can import your saved data, including status and cards, from the original *Lost Kingdoms* game.

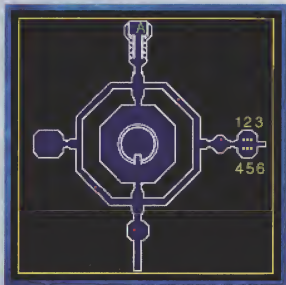


Available Cards

Bonus Cards	No. Available
No.226 Capture Card	6



ISAMAT URBUR



Map Legend

1. No.115 Green Dragon
2. 550 Magic Stones
3. No.111 Succubus
4. 1240 Magic Stones
5. No.112 Incubus
6. 10 Magic Stones
- A. Stone of Sealing

Enemy Affinities

Fire	0%
Water	34%
Earth	22%
Wood	0%
Neutral	34%
Mech	0%

CONDITIONS TO OPEN SIDE QUEST

- Defeat the Unknown Man in Sacred Battle Arena 1.
- Speak to Gurd in Sacred Battle Arena 1 to obtain the Mysterious Key.
- Return to the Nobleman's Residence with the Mysterious Key and unlock the eastern door.
- Follow the eastern corridors downstairs and defeat the Unknown Man.
- Return to the central corridor, unlock the north door, and head upstairs.
- A map on the table in the north room reveals the location of Isamat Urbur. Check the map to complete the second mission at the Nobleman's Residence.
- On the World Map, Isamat Urbur appears just southeast of the residence.

CULTIST ISLE

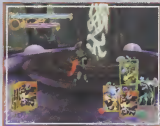
The point of this side quest is to defeat the last Unknown Man and use the seven Runestones of the cultists to obtain the Stone of Sealing. If you have this item in your possession before going to Alanjeh, you'll get the "good" ending of the game.

Ascend the stairs and open the door. A Red Fairy with a bad case of the ereeps usually floats around the left side of the wide room. Continue through the next double doors, cross the corridor, and enter the central room.



MYSTERIOUS SACRIFICE

In the giant room with oscillating walls, move up the short set of stairs and examine the altars arranged in a circle around the area. If you've obtained the Runestones that go on each altar, a "!" icon appears over Tara's head as you approach the open-mouthed statue. If nothing happens when you move toward the altar, you don't have the correct Runestone. Come back when you've defeated the Unknown Men at Rudlo Forest, Fossil Boneyard, Plains of Rowahl, Gromtull Desert, Sacred Battle Arena 1, and the Nobleman's Residence. The final cultist holding the last Runestone is located here in Isamat Urbur.



FINAL RUNESTONE

Exit from the altar room back to the corridor, and head west to meet a Red Fairy. Continue up the long diagonal hallway, ascend the stairs, and enter a set of double doors on the left. Inside is another Unknown Man.



BOSS FIGHT

UNKNOWN MAN

Attribute:	Neutral
HP:	220
DEF:	13
Uniq. Skl:	N/A
Skills:	Cards

The strongest of the Isamat Urbur cultists, this stranger makes every effort to protect his Runestone. The Card Master flings Charadrius attacks at will, and sometimes he brings out Demon Skeletons, Pixies, and Berserk Masters. Tara must keep moving at all times. If she remains too close for too long, the Unknown Man revitalizes himself using a Vampire Summons.

The best strategy is to keep the Unknown Man too busy to use his stronger cards. Surround him with at least three Independents and attacking Helpers, and attack him from the sides or rear with strong Summons cards, such as Amber Dragon, Rock Hagan, and Storm Hagan. Monitor the status of your Independent creatures carefully, and replace each fallen ally with a new Independent or Helper creature.



When the Unknown Man is defeated, Tara receives the Nebeth Runestone.

CARD COLLECTOR'S OPPORTUNITY

Before returning to the altar room with the final Runestone to complete the mission, consider undertaking a short but dangerous side task. Follow the circling corridor to a set of double doors on the eastern side of Isamat Urbur. Along the way, pick up a troubled Red Fairy in the northeastern section of corridor.



Through the double doors, move into the room and speak with a Red Fairy to learn the Phantom Bulldozer combo. Approach the gate barring the next room and the gate lowers. When you move inside, the gate traps you inside a chamber containing six treasure chests. Two Devata and a Puppet Master also materialize and attack.



You don't have to defeat these enemies in order to leave the room. Simply fill the area with good Independent creatures, and let them hold the enemy creatures at bay while you loot the treasure chests and escape. The six chests contain 1240 Magic Stones, a No.112 Incubus card, 10 Magic Stones, a No.111 Succubus card, 550 Magic Stones, and a No.115 Green Dragon card. When you have the loot, pull the lever in the small alcove to open the gate.



A MYSTERY RESOLVED

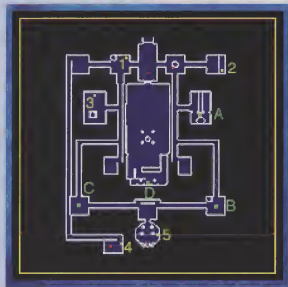


When all seven Runestones from the Isamat Urbur cultists are placed on the seven open-mouthed statues in the central room, the two sets of double doors to the north are opened. Ascend the stairs inside the north room. After a bizarre scene involving the cultists, move to the right side of the strange altar and take the Stone of Sealing.

Available Cards

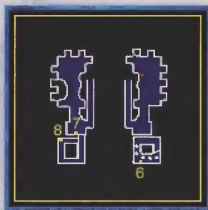
Bonus Cards	No. Available
No.065 Juggernaut	2
No.088 Puppet Master	2
No.182 Devata	2

Bhashea Castle



ENEMY AFFINITIES.

Fire	27%
Water	0%
Earth	3%
Wood	13%
Neutral	57%
Mech	0%



Map Legend

1. 500 Magic Stones
 2. No.152 Lamassu
 3. No.040 Mole Monster
 4. No.158 Daidarapochi
 5. 1500 Magic Stones
 6. No.192 Gorgon
 7. 500 Magic Stones
 8. No.122 Death
- A. Blade of Skill
B. Blade of Power
C. Blade of Wisdom
D. Blade of Time

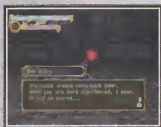
CONDITIONS TO OPEN SIDE QUEST

- Return to the Bhashea High Road with a Transform card that enables jumping, and cross the bridge toward the castle.
- Leap over the gap in the bridge, and use a Trap card on the Lightning Circle to hold open the gate.
- Move east, and toss another Trap creature all the way across the gap onto the Lightning Circle hovering over the water. This holds open the second gate.
- Defeat the Chaos Knight to complete the mission at Bhashea High Road.
- After you exit the area, Bhashea Castle appears on the World Map.

Death's Castle

The Red Fairy hovering near the starting point has some very astute observations to share. Although this side quest area is accessible early in the game, it's one of the most difficult missions to accomplish. The prize for completing it is a unique and powerful Weapon card, in addition to plenty of other good cards located here.

Only attempt this side quest if Tara has about 20 Magic Points. Even then, you'll probably have to make several return trips through the castle just to finish it. Be sure to activate the machinery in Rudlo Forest that powers all the Magic Boosters. Bring a Hell Hound and a Stone Golem, plus a very good mix of tough Independent creatures and Helpers that attack, as well as good Summons and Weapon cards of Wood Affinity that cost very few Magic Points.



TRANSFORMED TASKS



Turn right as you enter, and go into the next room. A treasure chest just behind the wall contains **500 Magic Stones**. Continue quickly to the next room to the east. A Death may rise from the floor, but try to ignore it. A single Death moves so smoothly and strikes so quickly that there's no point trying to defend against it.



Keep going through the southeastern chamber, and descend the ramp against the wall. At the bottom is a Magic Booster. Transform into the Stone Golem and barrel forward. The golem bashes down a series of weak walls. If you step on the second Magic Booster, the Stone Golem should be able to continue all the way to the end.



Return to normal form and go around the corner to the left. In a small room, a single treasure chest contains the awesome **No.158 Daidarapochi** card. Search the rubble near the ramp to uncover a Red Fairy who knows the **Rust and Roll** combo.

Head back to the starting point and transform into the Hell Hound. Moving swiftly, run past the Deaths and Stone Heads to the room in the southwest corner of the stage. As two Kitty Traps materialize, run onto the Magic Booster. The Hell Hound leaps onto the high ledge, where a chest contains a **No.152 Lamassu** card.



The Blade of Skill



The main task in this stage is to gather four blades by solving various puzzles around the castle. When all four blades are set around the fountain in the central courtyard, the boss appears. Go back one room to the east and open the large double doors near the wide hole in the floor. Run down the corridor and open the first door on the left.



A plaque on the wall across from the door bears an important clue. Move into the next room, and if you don't see a sword standing in a rack, toss a card into the hole in the floor to make it appear. Take the **Blade of Skill** and quickly escape back to the corridor. The combination of Dark Elf and Death enemies that appear in this room can be quite devastating.



Continue north through the long hallway past the next opening on the right, and go up the stairs. Throw a couple of Independent cards to fend off enemies as you go up the stairs. If you encounter a Stone Head, quickly run back downstairs before it rolls over you. Fight your way up to the top level, where a chest contains a No.192 Gorgon card.

The Blade of Power



Return to the western corridor, head back to the side corridor you skipped, and follow the passage as it curves north. Open the double doors and defeat a Steel Skeleton. The worst-case scenario is if there's also a Stone Head here. Surround these foes with any type of Independent creatures you want, as long as they can attack.

When the Steel Skeleton is defeated, Tara finds the **Blade of Power**.

Preparing the Path



Open the east doors and head down the passage. Tara comes across a grandfather clock on her right. Each time you examine the clock, the time moves ahead one hour. Setting the clock to 6:00 makes the **Blade of Time** appear in the courtyard. A painted clock face and an inscription in the central outdoor area contain hints to this solution.

Enter the doors on the north side of the corridor to find a small throne room. Examine the throne to find a hidden Red Fairy, and open the chest under the nearby portrait to get 1,500 Magic Stones.



The Blade of Wisdom

Return to the corridor and follow it to the northeast corner. The camera angle changes to show a painting among some tiles on the floor. You must change all the dark tiles to light tiles to obtain the next sword. Move to the tip and run straight down the blade. If you're careful, all the center tiles change to the lighter color. Next, run around the outside of the tiles, and change the two tiles remaining on either side of the hilt. Finally, just run back and forth over any tiles that are still dark. When you convert all the tiles to lighter colors, Tara finds the **Blade of Wisdom**.



A ROOM REMAINING

Head through the passage south, and follow the turn. Reaching some bars through which the outdoor courtyard is visible, head to the right and go up the stairs. On the second landing is a chest containing a No.122 Death card.

Go back downstairs and continue moving south in the corridor. Open the first door on the left, and sacrifice an Independent creature to spring the Kitty Traps in the room. Behind the desk to the right is a chest containing a No.040 Mole Monster card.



The Blade of Time



Having set the grandfather clock in the north hallway to 6:00, you're ready to obtain the final sword. Continue south through the corridor, and return to the starting point. Open the tall double doors near the place where you began, and proceed into the courtyard. Move to the north wall of the outdoor area and go up the steps. The Blade of Time is resting against the large clock face.

The stairs on either side of the courtyard go up to the second level. There are many enemies waiting up there, such as Dark Elves and Stone Heads. Rescue a Red Fairy from the west upper level, and open a chest on the east upper level containing 500 Magic Stones.



Rest Up!

Before you place the four blades around the courtyard fountain, abort your mission and reconfigure your deck for a boss fight. Place plenty of Wood Independent, Weapon, and Summons cards into your deck. Get rid of Transform cards that are no longer required.

The Sword God

When Tara is at full health and energy, prepare her for battle by shuffling at least two Wood Independent creatures and some powerful Summons cards into her active hand. Weapon cards, such as Banshee and Venom Lizard, should prove extremely helpful.



Return to the lower courtyard area. Move around the outside of the four broken pillars surrounding the fountain. Place a blade outside each of the four pillars to revive the Demon Swordsman.

DEMON SWORDSMAN

Attribute:	Earth
HP:	300
DEF:	10
Uniq. Skl:	N/A
Skills:	Lightning Blades,
	ATK 38, Body Cleaver,
	ATK 50

Not only is the Demon Swordsman one of the fiercest opponents you've faced, but he has some company. Several Death creatures simultaneously materialize around the fountain. To avoid these swift predators, lead the Demon Swordsman to the wide area at the south end of the courtyard. If you move quickly enough at the start of the battle, the Demon Swordsman will be your sole concern.



As with most enemies, it's best to distract the Demon Swordsman with other creatures. Use only Wood Independent creatures that can attack and defend themselves on their own, or they won't be on the battlefield long. Creatures such as Horus and Chameleus are perfect for this task. You can also set up roadblocks in the form of Man Traps, Devil Plants, and Caterpokers to prevent the Swordsman from striking.

As the Demon Swordsman rears back to attack your allies, come at him from behind or from the side with a powerful Summons. Use a Green Dragon card and the axe attack of the Storm Hagan. As your creatures receive damage, take a moment to shuffle replacement creatures into your hand so you can keep the Demon Swordsman distracted with your monsters. If you start to run out of Magic Stones, dispatch a Goblin Lord to dig some out of the ground for you.



Defeating the Demon Swordsman earns you the coveted No.222 Demon Swordsman card.

Available Cards

Bonus Cards	No. Available
No.067 Birdman	3
No.060 Stone Head	2
No.100 Steel Skeleton	1

OBENOIX GORGE



CONDITIONS TO OPEN SIDE QUEST

- 1. Escape from captivity in the Royal Tower, Lower stage.
- 2. Return to Holzogh Town, and speak with the new man who appears on the town road. He mentions Obenoix Gorge.
- 3. Exit from Holzogh Town, and the Obenoix Gorge stage appears on the World Map.

Map Legend

1. No.107 Water Elemental
2. No.016 Sasquatch
3. 1500 Magic Stones
4. No.052 Crystal Rose
5. No.074 Siren
6. No.164 Chameleus
7. No.185 Thanatos
8. No.073 Hydra

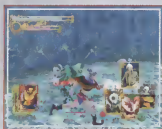
Enemy Affinities

Fire	0%
Water	97%
Earth	0%
Wood	0%
Neutral	3%
Mech	0%

ICE LAND

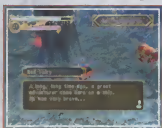
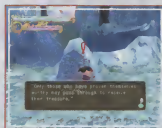
This is a side quest to obtain a unique and extremely powerful card. You'll need an entire deck full of Earth cards, strong Summons cards, a Stone Golem, and a Birdman or Garuda.

A Red Fairy awaits near the entrance. Head straight north toward a chest, and dispatch the persistent, fish-faced Vodiano creatures with a single Lizardman attack. Grab the No.107 Water Elemental card out of the chest, and then head east.



ABODINABLE SNOWMAN SIGHTED!

As you move toward the inscribed rock, a large Sasquatch emerges from the nearby ice. The Sasquatch is easy to defeat with the help of an Earth Independent and an Amber Dragon Summons. Once you've vanquished the creature, a large bank of ice blocking the slope disappears. You can now read the inscription and move up the slope to take a No.016 Sasquatch from a chest.



Be sure to check the ice column by the chest to find a Red Fairy in hiding!

DOUBLE-TEAMED BY BIGFOOT



Transform and fly from the west edge of this area to a small islet with two chests. Collect 1,500 Magic Stones and a No.052 Crystal Rose, and then fly back and resume your journey along the northbound path.

Continue up the slope to the next raised area, only to encounter two Sasquatches at once! A good tactic is to use Sand Golem cards to distract them, along with another Independent. While they go after your creatures, attack them from behind or from the side with Lizardman or Mummy attacks. Defeating both Sasquatches removes a large block of ice blocking the path north.



NORTHERN ICE PLAINS



Descend the slopes and open the two chests to obtain a No.074 Siren card and a No.164 Chameleus card. (The fantastic Chameleus card is one of the two biggest reasons to come to this place, and the other reason is described a little later.) Continue down the slope and search the next column to find another hidden Red Fairy who knows the Tech Support combo.

Use a Transform card to fly from the ledge beside the path that brought you here. Fly to the back of a small island over the water, and land. Quickly throw several Earth Independent creatures to help you fight off the Vodiano, while you go to the rear of the area and kill two Water Elementals that are counteracting your creatures. Open a chest on this small island to obtain a No.073 Hydra card.



ENCASED IN ICE



You might notice a chest encased in ice in the northeast corner of the flat area. Move behind the Magic Booster so that Tara is facing east. Transform into the Stone Golem, and bulldoze a path of destruction toward the northeast corner. The Stone Golem smashes through the icy column quite easily, enabling you to reach a chest containing a No.185 Thanatos card. You can remain transformed and stomp all over the whole flat area, breaking icicles to obtain Magic Stones.

The Ghost of The Ship

Defeat the Vodiano and Baba Yaga who are known to congregate in the flat lower level near the giant ship. Use the deck point to regain your health, and insert new cards into your hand such as Sasquatch, Chameleus, and Siren.

When you set foot upon the ancient vessel, the visage of Death itself rises from the age-old planks. You must defeat Thanatos to finish the mission.



BOSS FIGHT

THANATOS

Attribute:	Neutral
HP:	260
DEF:	10
Uniq. Skl:	N/A
Skills:	Black Wave, ATK 60 Eternal Rest, ATK 45

Probably the easiest thing about this battle is that if you fall into bad shape, you can run to the nearby deck point and regain your entire HP instantly! Also, if you run short on Magic Points or cards, look for Blue Fairies flying around the flat region.



With that in mind, enter this battle with two Independent creatures and two Summons cards in your hand. Avoid the pink clouds emitting from Thanatos' head, and toss your Independent cards quickly.

Try to corner Thanatos with the aid of your two partner creatures. It's not difficult, con-

sidering the tight space on the ship's deck. Once you're sure you can hit Thanatos, perform a strong Summons such as any of the dragon cards, a Sasquatch, or Hydra. Keep using a blend of Independent creatures as decoy targets so that you position Thanatos for a Summons attack.

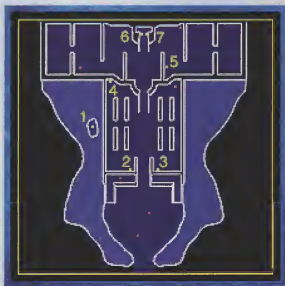
When you defeat Thanatos, the famous pirate's ship disappears and becomes the No.156 Phantom Ship card. Tara also gets her choice of bonus cards for completing this mission.



Available Cards

Bonus Cards	No. Available
No.073 Hydra	2
No.128 Vodiano	3
No.185 Thanatos	1

Temple of Sharacia



CONDITIONS TO OPEN SIDE QUEST

- Examine the bookshelf on the north wall of the library inside Grenfoel Cathedral.
- When you exit Grenfoel, the Temple of Sharacia appears on the World Map.

Map Legend

- No. 184 Cerberus
- No. 075 Salamander
- No. 197 Hell Hound
- 500 Magic Stones
- No. 066 Fire Gargoyle
- 2000 Magic Stones
- No. 108 Fire Elemental

Enemy Affinities

Fire	100%
Water	0%
Earth	0%
Wood	0%
Neutral	0%
Mech	0%

GOUTS OF FIRE

The side quest at the Temple of Sharacia involves settling an ancient dispute between two deities by defeating one of them. The reward is an extremely powerful card of your choosing. The exact opposite of Obenoix Gorge, the Temple of Sharacia is completely full of fire-based creatures.

Move forward through the sliding Efreets and Fire Gargoyles to speak with 2 Red Fairies, and learn the history behind this flaming temple.



Passing through the fire gouts shooting over the stairs would be hazardous to your health. Head up the stairs on the west side of the area, and converse with another Red Fairy who bears an important clue. Continue across the raised area to a Magic Booster. Transform into a Stone Golem, and stomp over the booster toward the wall. The Stone Golem knocks

loose a section of the wall, covering the left fire spout on the stairs with rubble. You can now return to the lower area and proceed up to the middle platform of the stage.

MACOMA LAKE CLUE

Move to the western bank near the entrance, transform into a quick flying creature such as Garuda or Wyvern, and fly north across the molten lava lake. There's a tiny island jutting upward from the surface of the lava, with a chest containing a No.184 Cerberus card. Don't land or return to normal form on this tiny islet. This way, if your transformation wears off, you return to the main piece of land.



Middle Level

Try to grab the items and Red Fairies scattered around this level without angering too many of the Efreets that are sidestepping their way around the sides of the level.



A Red Dragon usually appears in the center of this level. Use the Magic Booster to transform into a Stone Golem, and bulldoze your way right through it!



The fire gouts on the second set of stairs emit flames at a much slower rate than the previous ones. Just wait one or two stairs below the gouts, and start moving just after the flames quit burning.

The Everlasting Feud

In the east corner of the upper level floats Ashura, and a Valkyrie patiently waits in the west corner. Before speaking to either of them, do yourself a huge favor and eradicate all the enemies on the upper level. Without additional interference, you'll be able to take on either boss creature much more easily.



Collect the items on this level to replenish your MP, especially the chest on the dais containing 2,000 Magic Stones. Then speak to the deity of your choice, and cross the

level to fight the other one. Afterward, return to the deity to receive a card. If you choose to help Ashura defeat the Valkyrie, you receive the No.206 Ashura Card. If you battle Ashura, the Valkyrie gives you the No.113 Valkyrie card. The decision is yours, but consider one little bit of information: You can also obtain Ashura's card by upgrading a Jade Giant, which makes the Valkyrie card the rarer and harder to obtain of the two. You be the judge.




Both foes are relatively simple to defeat with nothing more than an Independent to distract them and a powerful Water Summons, like Daidarapochi or Phantom Ship. When the battle is over, return to the god you've favored to receive their card and end the mission.

Available Cards

Bonus Cards	No. Available
No.003 Red Dragon	2
No.066 Fire Gargoyle	2
No.205 Phoenix	2

PROVING GROUNDS

CONDITIONS TO OPEN SIDE QUEST

 Complete Story Mode.

After you've defeated the Body of the God at the Royal Tower, Upper stage and completed Story Mode with either ending, two major changes happen when you reload your clear game save. First, the Card Shops at both Kadishu and Grenfoel now offer the entire inventory of cards for sale, so that you can buy any cards you're missing. Second, you now have access to the Proving Grounds in Wyht, just northwest of Grenfoel Cathedral.



The Proving Grounds are 20 stages of underground levels, all filled with monsters rarely seen elsewhere. When you enter each stage, all the cards in your deck are renewed.

Many enemies fill each room. When you defeat all the enemies in some rooms, the entire set reappears instantly. Therefore, you can fight enemies in a room continuously to build up EXP and Magic Stones. When you need to recuperate and heal, move into the corridors between rooms. The enemies won't follow.

Each level consists of three or four large rooms connected by long hallways. If gates bar the exit to a room, you have to find another way around. If a stone wall blocks the exit, you must use strong Weapon attacks to knock it down. You can also bait enemy monsters into knocking down the walls for you.



In the final room of each level is an open brick column containing a teleport. When Tara touches the teleport, you receive a mission rating. Your rating determines how many of the six cards you can pick (no more than three). The cards usually represent the enemies you've fought in that level. Thereby, the chance of obtaining cards that are missing from your collection are still very slim. A true card collector will bring a score of Capture Cards to the Proving Grounds in order to obtain any missing cards.



Available Cards: Underground Level 1

BONUS CARDS

No.035	Berserker
No.036	Flying Ray
No.058	Will O' Wisp
No.063	Dragon Knight
No.078	Scythe Beast
No.195	Berserk Master

Available Cards: Underground Level 2

BONUS CARDS

No.004	Lizardman
No.007	Red Lizard
No.039	Basilisk
No.048	Treant
No.054	Wizard
No.071	Venom Lizard

Available Cards: Underground Level 3

BONUS CARDS

No.009	Hobgoblin
No.030	Fire Golem
No.140	Peppin Charlie
No.150	Undead Knight
No.180	Matador
No.218	Fire Moray

Available Cards: Underground Level 4

BONUS CARDS

No.064	Demon Fox
No.067	Great Demon
No.075	Salamander
No.108	Fire Elemental
No.113	Valkyrie
No.206	Ashura

Available Cards: Underground Level 5

BONUS CARDS

No.031	Running Bird
No.040	Mole Monster
No.055	Dragonoid
No.080	Night Mare
No.092	Trickster
No.098	Cyclops

Available Cards: Underground Level 6

BONUS CARDS

No.065	Jungernaut
No.084	Venus Slider
No.173	Bum Hagan
No.138	Global Bust
No.170	Gravity Pillar
No.145	Stone Golem

Available Cards: Underground Level 7

BONUS CARDS

No.001	skeleton
No.033	Banshee
No.152	Lamassu
No.210	Blue Mold
No.217	Vouivre
No.220	Earth Moray

Available Cards: Underground Level 8

BONUS CARDS

No.03B	Behemoth
No.070	Gnome
No.103	Elephant King
No.106	Earth Elemental
No.131	Dao
No.177	Garjoyle

Available Cards: Underground Level 9

BONUS CARDS

No.026	Carbuncle
No.119	Charadrius
No.141	Acid Cloud
No.144	CircaSaurus
No.199	Mad Reverser
No.203	Anarchy Owl

Available Cards: Underground Level 10

BONUS CARDS

No.042	Lycanthrope
No.046	Gold Butterfly
No.061	Blood Bush
No.136	Elf Lord
No.114	Najelm Beast
No.151	Panther Mage

Available Cards: Underground Level 11

BONUS CARDS

No.002	Ghost Armor
No.047	Ghoul
No.059	Archer Tree
No.089	Plague Rat
No.157	Rafflesia
No.164	Chameleus

Available Cards: Underground Level 12

BONUS CARDS

No.024	Fenril
No.050	King Mandragora
No.056	Dryad
No.091	White Worm
No.109	Wood Elemental
No.139	Garuda

Available Cards: Underground Level 13

BONUS CARDS

No.049	Sea Monk
No.072	Tiger Mage
No.133	March Hare
No.174	Octobush
No.181	Phooka
No.189	Rubber Froggy

Available Cards: Underground Level 14

BONUS CARDS

No.003	Red Dragon
No.115	Green Dragon
No.142	Baby Dragon
No.143	Brine Dragon
No.160	Amber Dragon
No.188	Acid Dragon

Available Cards: Underground Level 15**BONUS CARDS**

No.017	Wraith
No.051	Larval Fly
No.087	Mermaid
No.121	Asaras
No.162	Witchlette
No.219	Water Moray

Available Cards: Underground Level 16**BONUS CARDS**

No.090	Undine
No.093	Demon Skeleton
No.097	Ice Golem
No.107	Water Elemental
No.134	Marid
No.172	Rock Hujan

Available Cards: Underground Level 17**BONUS CARDS**

No.098	Mind Flayer
No.124	Golden Porcupig
No.126	Super Pumper
No.130	Yin Yang
No.190	Boom Monkey
No.174	Octobush

Available Cards: Underground Level 18**BONUS CARDS**

No.044	Necromancer
No.085	Vampire
No.088	Puppet Master
No.101	Chaos Knight
No.116	Wyvern
No.188	Acid Dragon

Available Cards: Underground Level 19**BONUS CARDS**

No.022	Kraken
No.099	Black Dragon
No.161	Demon Lord
No.186	Nueh
No.212	Fafnir
No.221	Ryuh

Available Cards: Underground Level 20**BONUS CARDS**

No.045	Great Turtle
No.069	Blue Dragon
No.081	Golden Phoenix
No.083	White Tiger
No.100	Steel Skeleton
No.225	Emperor



LOST KINGDOMS II

OFFICIAL STRATEGY GUIDE

by Dan Birllew

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No.217 Vantage



WARRIOR - WARRIOR

Attribute: Earth
Type: Warrior
Level: *****
Status: Red x10
HP: 100
DEF: 10
Attack: 10
Skill: 10
Skills: Unwielded Ebony, ATK 32
A warrior type creature that wields a sword capable of delivering instant death. When facing another Runestone master, it will result in your opponent's loss. A creature that is well suited to your opponent's loss. A creature that is well suited to your opponent's loss.

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SHOP STATISTICS (CANNOT BE MODIFIED)

Price: 100
Sell: 50
Cost: 50
Upgrade: None

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